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Unique solved — warner1129

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

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

Filters: none

Count: 4,230

1.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2026-03-19 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[warner1129's solution](#)

2.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: games

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3.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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4.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,211 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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7.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

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8.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

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9.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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10.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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11.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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12.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[warner1129's solution](#)

13.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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14.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

15.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
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16.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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17.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[warner1129's solution](#)

18.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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19.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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20.

2120A

[Square of Rectangles](#) · [Tutorial](#)

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[warner1129's solution](#)

21.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[warner1129's solution](#)

22.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[warner1129's solution](#)

23.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[warner1129's solution](#)

24.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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25.

2109A

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Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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26.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

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27.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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28.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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29.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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30.

2093A

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Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

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31.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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32.

2092A

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33.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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34.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[warner1129's solution](#)

35.

2074A

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36.

2059A

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37.

2055A

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38.

2056A

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39.

2043A

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

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40.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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41.

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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42.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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43.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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44.

2032A

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Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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45.

1764A

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Quality: 17,455 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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46.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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47.

2035A

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

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48.

2027A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

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49.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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50.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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51.

2025A

[Two Screens](#) · [Tutorial](#)

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- 52.**
2020A
[Find Minimum Operations](#) · [Tutorial](#)
Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
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- 53.**
2014A
[Robin Helps](#) · [Tutorial](#)
Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 54.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 55.**
1422A
[Fence](#) · [Tutorial](#)
Quality: 21,867 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
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2008C
[Longest Good Array](#) · [Tutorial](#)
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- 57.**
2008B
[Square or Not](#) · [Tutorial](#)
Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
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- 58.**
2008A
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Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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- 59.**
1457A
[Prison Break](#) · [Tutorial](#)
Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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- 60.**
2003B
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
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- 61.**
2003A
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Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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- 62.**
1487A
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Quality: 27,530 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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63.

1561A

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Quality: 17,168 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

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64.

2004A

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Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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65.

1589A

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66.

2000B

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67.

2000A

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Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

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68.

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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69.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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70.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

71.

2002A

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

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

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72.

1998A

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

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

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- 73.**
1993A
[Question Marks](#) · [Tutorial](#)
Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 74.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
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1991A
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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 76.**
1996B
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Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 77.**
1996A
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Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
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1498A
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Quality: 24,713 global accepts · Rating: 800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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- 79.**
1484A
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Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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1995A
[Diagonals](#) · [Tutorial](#)
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- 81.**
1633B
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- 82.**
1633A
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Quality: 36,023 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force
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- 83.**
1994A
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84.

1987A

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85.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

86.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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87.

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: math

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88.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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89.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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90.

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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91.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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92.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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93.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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94.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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95.

1983A

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96.

1773F

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Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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97.

1638A

[Reverse](#) · [Tutorial](#)

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98.

1989A

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99.

1982A

[Soccer](#) · [Tutorial](#)

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100.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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101.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[warner1129's solution](#)

102.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[warner1129's solution](#)

103.

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[warner1129's solution](#)

104.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[warner1129's solution](#)

105.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[warner1129's solution](#)

106.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[warner1129's solution](#)

107.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[warner1129's solution](#)

108.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[warner1129's solution](#)

109.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

110.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[warner1129's solution](#)

111.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[warner1129's solution](#)

112.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[warner1129's solution](#)

113.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

114.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

115.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[warner1129's solution](#)

116.

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[warner1129's solution](#)

117.

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[warner1129's solution](#)

118.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

119.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

120.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[warner1129's solution](#)

121.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[warner1129's solution](#)

122.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[warner1129's solution](#)

123.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[warner1129's solution](#)

124.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[warner1129's solution](#)

125.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[warner1129's solution](#)

126.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[warner1129's solution](#)

127.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[warner1129's solution](#)

128.

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[warner1129's solution](#)

129.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[warner1129's solution](#)

130.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

131.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[warner1129's solution](#)

132.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[warner1129's solution](#)

133.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[warner1129's solution](#)

134.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[warner1129's solution](#)

135.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[warner1129's solution](#)

136.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

137.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[warner1129's solution](#)

138.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

139.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[warner1129's solution](#)

140.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[warner1129's solution](#)

141.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

142.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[warner1129's solution](#)

143.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

144.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[warner1129's solution](#)

145.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

146.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[warner1129's solution](#)

147.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

148.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[warner1129's solution](#)

149.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[warner1129's solution](#)

150.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

151.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[warner1129's solution](#)

152.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

153.

1969A

[Two Friends](#) · [Tutorial](#)

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

[warner1129's solution](#)

154.

1957A

[Stickogon](#) · [Tutorial](#)

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

[warner1129's solution](#)

155.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[warner1129's solution](#)

156.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[warner1129's solution](#)

157.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

158.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

159.

1713A

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

Quality: 22,821 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation
[warner1129's solution](#)

160.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[warner1129's solution](#)

161.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

162.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[warner1129's solution](#)

163.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[warner1129's solution](#)

164.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

165.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

166.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[warner1129's solution](#)

167.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

168.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[warner1129's solution](#)

169.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[warner1129's solution](#)

170.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

171.

1942A

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

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

[warner1129's solution](#)

172.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

173.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

174.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[warner1129's solution](#)

175.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[warner1129's solution](#)

176.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[warner1129's solution](#)

177.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[warner1129's solution](#)

178.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[warner1129's solution](#)

179.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

180.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[warner1129's solution](#)

181.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[warner1129's solution](#)

182.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[warner1129's solution](#)

183.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[warner1129's solution](#)

184.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[warner1129's solution](#)

185.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[warner1129's solution](#)

186.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[warner1129's solution](#)

187.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

188.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[warner1129's solution](#)

189.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

190.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math
[warner1129's solution](#)

191.

1759A

[Yes-Yes? · Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[warner1129's solution](#)

192.

1932A

[Thorns and Coins · Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[warner1129's solution](#)

193.

1930A

[Maximise The Score · Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

194.

1929B

[Sasha and the Drawing · Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

195.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[warner1129's solution](#)

196.

1931B

[Make Equal · Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[warner1129's solution](#)

197.

1931A

[Recovering a Small String · Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[warner1129's solution](#)

198.

1777A

[Everybody Likes Good Arrays! · Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

199.

1768A

[Greatest Convex · Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[warner1129's solution](#)

200.

1778A

[Flip Flop Sum · Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

201.

1789B

[Serval and Inversion Magic · Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[warner1129's solution](#)

202.

1789A

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

Quality: 33,011 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

203.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[warner1129's solution](#)

204.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[warner1129's solution](#)

205.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: strings

[warner1129's solution](#)

206.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

207.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

208.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[warner1129's solution](#)

209.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

210.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

211.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[warner1129's solution](#)

212.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,357 global accepts · Rating: 800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[warner1129's solution](#)

213.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[warner1129's solution](#)

214.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

215.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

216.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

217.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[warner1129's solution](#)

218.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

219.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[warner1129's solution](#)

220.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,484 global accepts · Rating: 800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[warner1129's solution](#)

221.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[warner1129's solution](#)

222.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[warner1129's solution](#)

223.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,955 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[warner1129's solution](#)

224.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

225.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[warner1129's solution](#)

226.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

227.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

228.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[warner1129's solution](#)

229.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

230.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-16 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[warner1129's solution](#)

231.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

232.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

233.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

234.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[warner1129's solution](#)

235.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

236.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[warner1129's solution](#)

237.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

238.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[warner1129's solution](#)

239.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[warner1129's solution](#)

240.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[warner1129's solution](#)

241.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,696 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[warner1129's solution](#)

242.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

243.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

244.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[warner1129's solution](#)

245.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[warner1129's solution](#)

246.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[warner1129's solution](#)

247.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

248.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

249.

1898A

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

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

[warner1129's solution](#)

250.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[warner1129's solution](#)

251.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

252.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[warner1129's solution](#)

253.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[warner1129's solution](#)

254.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[warner1129's solution](#)

255.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[warner1129's solution](#)

256.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

257.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

258.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[warner1129's solution](#)

259.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[warner1129's solution](#)

260.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

261.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[warner1129's solution](#)

262.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,675 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

263.

1881A

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

Quality: 59,375 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[warner1129's solution](#)

264.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

265.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

266.

1878A

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

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

267.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

268.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,380 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[warner1129's solution](#)

269.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

270.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

271.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

272.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[warner1129's solution](#)

273.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

274.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

275.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[warner1129's solution](#)

276.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

277.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[warner1129's solution](#)

278.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

279.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

280.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[warner1129's solution](#)

281.

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[warner1129's solution](#)

282.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

283.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

284.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[warner1129's solution](#)

285.

1845A

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

Quality: 47,384 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[warner1129's solution](#)

286.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[warner1129's solution](#)

287.

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[warner1129's solution](#)

288.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[warner1129's solution](#)

289.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[warner1129's solution](#)

290.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[warner1129's solution](#)

291.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[warner1129's solution](#)

292.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[warner1129's solution](#)

293.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: strings
[warner1129's solution](#)

294.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

295.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

296.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[warner1129's solution](#)

297.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[warner1129's solution](#)

298.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

299.

1782A

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

Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[warner1129's solution](#)

300.

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[warner1129's solution](#)

301.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

302.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[warner1129's solution](#)

303.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,639 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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304.

1750B

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305.

1750A

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306.

1746B

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307.

1746A

[Maxmina](#) · [Tutorial](#)

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308.

1743B

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309.

1743A

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implementation, math
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310.

1480A

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311.

1699A

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312.

1734B

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313.

1734A

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314.

1733A

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315.

1624A

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316.

1620A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[warner1129's solution](#)

317.

1614A

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Quality: 24,593 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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318.

1562A

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319.

1611B

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[warner1129's solution](#)

320.

1611A

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Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

321.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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322.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[warner1129's solution](#)

323.

1535A

[Fair Playoff](#) · [Tutorial](#)

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324.

1493A

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[warner1129's solution](#)

325.

1497A

[Meximization](#) · [Tutorial](#)

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326.

1509A

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Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

327.

1619B

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[warner1129's solution](#)

328.

1619A

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329.

1514A

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[warner1129's solution](#)

330.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[warner1129's solution](#)

331.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[warner1129's solution](#)

332.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[warner1129's solution](#)

333.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[warner1129's solution](#)

334.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[warner1129's solution](#)

335.

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
[warner1129's solution](#)

336.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[warner1129's solution](#)

337.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[warner1129's solution](#)

338.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[warner1129's solution](#)

339.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

340.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[warner1129's solution](#)

341.

1437A

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Quality: 18,467 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[warner1129's solution](#)

342.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

343.

1608A

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344.

1527A

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Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[warner1129's solution](#)

345.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[warner1129's solution](#)

346.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[warner1129's solution](#)

347.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[warner1129's solution](#)

348.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[warner1129's solution](#)

349.

1581A

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Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

350.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

351.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

352.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[warner1129's solution](#)

353.

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

354.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[warner1129's solution](#)

355.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

356.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[warner1129's solution](#)

357.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[warner1129's solution](#)

358.

1512A

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Quality: 80,123 global accepts · Rating: 800 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

359.

1520A

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Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

360.

1520B

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Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

361.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[warner1129's solution](#)

362.

1538B

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363.

1547B

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364.

1547A

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Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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365.

1551B1

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Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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366.

1551A

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367.

1560C

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368.

1560B

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369.

1560A

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[warner1129's solution](#)

370.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[warner1129's solution](#)

371.

1579A

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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[warner1129's solution](#)

372.

1593A

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Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: math
[warner1129's solution](#)

373.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[warner1129's solution](#)

374.

1598A

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Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[warner1129's solution](#)

375.

1594A

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Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[warner1129's solution](#)

376.

1573A

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Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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377.

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[warner1129's solution](#)

378.

1582A

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Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[warner1129's solution](#)

379.

1492A

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Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[warner1129's solution](#)

380.

1473A

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Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[warner1129's solution](#)

381.

1465A

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Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

382.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[warner1129's solution](#)

383.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

384.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

385.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[warner1129's solution](#)

386.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[warner1129's solution](#)

387.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[warner1129's solution](#)

388.

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

389.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

390.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[warner1129's solution](#)

391.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

392.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

393.

1421A

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Quality: 35,481 global accepts · Rating: 800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[warner1129's solution](#)

394.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[warner1129's solution](#)

395.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

396.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[warner1129's solution](#)

397.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: geometry, math

[warner1129's solution](#)

398.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

399.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

400.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

401.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

402.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

403.

1369A

[FashionableLee](#) · [Tutorial](#)

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

[warner1129's solution](#)

404.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[warner1129's solution](#)

405.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[warner1129's solution](#)

406.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

407.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[warner1129's solution](#)

408.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

409.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[warner1129's solution](#)

410.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

411.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

412.

1352A

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

Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math
[warner1129's solution](#)

413.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math
[warner1129's solution](#)

414.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math
[warner1129's solution](#)

415.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math
[warner1129's solution](#)

416.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[warner1129's solution](#)

417.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,424 global accepts · Rating: 800 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[warner1129's solution](#)

418.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: math

[warner1129's solution](#)

419.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,376 global accepts · Rating: 800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: implementation

[warner1129's solution](#)

420.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[warner1129's solution](#)

421.

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

422.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: *special, implementation

[warner1129's solution](#)

423.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,372 global accepts · Rating: 800 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: strings

[warner1129's solution](#)

424.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: brute force, math

[warner1129's solution](#)

425.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-08-13 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[warner1129's solution](#)

426.

2132B

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

Quality: 33,557 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[warner1129's solution](#)

427.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

428.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

429.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

430.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[warner1129's solution](#)

431.

2035B

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

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

[warner1129's solution](#)

432.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

433.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

434.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

435.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[warner1129's solution](#)

436.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[warner1129's solution](#)

437.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[warner1129's solution](#)

438.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

439.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

440.

1988A

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

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

[warner1129's solution](#)

441.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[warner1129's solution](#)

442.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

443.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

444.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

445.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[warner1129's solution](#)

446.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[warner1129's solution](#)

447.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[warner1129's solution](#)

448.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

449.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

450.

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

451.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[warner1129's solution](#)

452.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[warner1129's solution](#)

453.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

454.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

455.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

456.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

457.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[warner1129's solution](#)

458.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

459.

1945B

[Fireworks](#) · [Tutorial](#)

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

[warner1129's solution](#)

460.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[warner1129's solution](#)

461.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[warner1129's solution](#)

462.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

463.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[warner1129's solution](#)

464.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

465.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[warner1129's solution](#)

466.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

467.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

468.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[warner1129's solution](#)

469.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

470.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

471.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[warner1129's solution](#)

472.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[warner1129's solution](#)

473.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[warner1129's solution](#)

474.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: strings
[warner1129's solution](#)

475.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[warner1129's solution](#)

476.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[warner1129's solution](#)

477.

1872B

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

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

478.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[warner1129's solution](#)

479.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[warner1129's solution](#)

480.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[warner1129's solution](#)

481.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[warner1129's solution](#)

482.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[warner1129's solution](#)

483.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

484.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[warner1129's solution](#)

485.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[warner1129's solution](#)

486.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[warner1129's solution](#)

487.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

488.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[warner1129's solution](#)

489.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[warner1129's solution](#)

490.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[warner1129's solution](#)

491.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[warner1129's solution](#)

492.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[warner1129's solution](#)

493.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

494.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

495.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

496.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[warner1129's solution](#)

497.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[warner1129's solution](#)

498.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[warner1129's solution](#)

499.

1475B

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

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[warner1129's solution](#)

500.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

501.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[warner1129's solution](#)

502.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math
[warner1129's solution](#)

503.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
[warner1129's solution](#)

504.

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[warner1129's solution](#)

505.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

506.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[warner1129's solution](#)

507.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[warner1129's solution](#)

508.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[warner1129's solution](#)

509.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

510.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

511.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

512.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[warner1129's solution](#)

513.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[warner1129's solution](#)

514.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games
[warner1129's solution](#)

515.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math

[warner1129's solution](#)

516.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math

[warner1129's solution](#)

517.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,707 global accepts · Rating: 900 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[warner1129's solution](#)

518.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[warner1129's solution](#)

519.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[warner1129's solution](#)

520.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[warner1129's solution](#)

521.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[warner1129's solution](#)

522.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

523.

2092B

[Lady Bug](#) · [Tutorial](#)

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

[warner1129's solution](#)

524.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[warner1129's solution](#)

525.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[warner1129's solution](#)

526.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[warner1129's solution](#)

527.

1589B

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

Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[warner1129's solution](#)

528.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[warner1129's solution](#)

529.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[warner1129's solution](#)

530.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[warner1129's solution](#)

531.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[warner1129's solution](#)

532.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
[warner1129's solution](#)

533.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

534.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[warner1129's solution](#)

535.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[warner1129's solution](#)

536.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math
[warner1129's solution](#)

537.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
[warner1129's solution](#)

538.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[warner1129's solution](#)

539.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[warner1129's solution](#)

540.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[warner1129's solution](#)

541.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[warner1129's solution](#)

542.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

543.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[warner1129's solution](#)

544.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

545.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[warner1129's solution](#)

546.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

547.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[warner1129's solution](#)

548.

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[warner1129's solution](#)

549.

1930B

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

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

[warner1129's solution](#)

550.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

551.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

552.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

553.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

554.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

555.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[warner1129's solution](#)

556.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

557.

1877B

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

Rating: 1000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[warner1129's solution](#)

558.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[warner1129's solution](#)

559.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[warner1129's solution](#)

560.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[warner1129's solution](#)

561.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[warner1129's solution](#)

562.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
[warner1129's solution](#)

563.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[warner1129's solution](#)

564.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

565.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[warner1129's solution](#)

566.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

567.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[warner1129's solution](#)

568.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

569.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

570.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

571.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[warner1129's solution](#)

572.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[warner1129's solution](#)

573.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[warner1129's solution](#)

574.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

575.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

576.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[warner1129's solution](#)

577.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

578.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[warner1129's solution](#)

579.

1782B

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

Rating: 1000 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[warner1129's solution](#)

580.

1786C

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

Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

581.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[warner1129's solution](#)

582.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

583.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

584.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[warner1129's solution](#)

585.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[warner1129's solution](#)

586.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

587.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[warner1129's solution](#)

588.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[warner1129's solution](#)

589.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

590.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[warner1129's solution](#)

591.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

592.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

593.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[warner1129's solution](#)

594.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[warner1129's solution](#)

595.

1613B

[Absent Remainder](#) · [Tutorial](#)

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

[warner1129's solution](#)

596.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

597.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[warner1129's solution](#)

598.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[warner1129's solution](#)

599.

1506C

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

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[warner1129's solution](#)

600.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

601.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[warner1129's solution](#)

602.

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

603.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

604.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

605.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[warner1129's solution](#)

606.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

607.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

608.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[warner1129's solution](#)

609.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[warner1129's solution](#)

610.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

611.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[warner1129's solution](#)

612.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

613.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

614.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[warner1129's solution](#)

615.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[warner1129's solution](#)

616.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[warner1129's solution](#)

617.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math
[warner1129's solution](#)

618.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math
[warner1129's solution](#)

619.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[warner1129's solution](#)

620.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: implementation, strings
[warner1129's solution](#)

621.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: math

[warner1129's solution](#)

622.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

623.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[warner1129's solution](#)

624.

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[warner1129's solution](#)

625.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

626.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

627.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[warner1129's solution](#)

628.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[warner1129's solution](#)

629.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[warner1129's solution](#)

630.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

631.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[warner1129's solution](#)

632.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[warner1129's solution](#)

633.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory

[warner1129's solution](#)

634.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

635.

2032B

[Medians](#) · [Tutorial](#)

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

[warner1129's solution](#)

636.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

637.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

638.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

639.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[warner1129's solution](#)

640.

1457B

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

Rating: 1100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

641.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[warner1129's solution](#)

642.

1993B

[Parity and Sum](#) · [Tutorial](#)

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

[warner1129's solution](#)

643.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

644.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[warner1129's solution](#)

645.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[warner1129's solution](#)

646.

1995B1

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

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

[warner1129's solution](#)

647.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[warner1129's solution](#)

648.

1994B

[Fun Game](#) · [Tutorial](#)

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

[warner1129's solution](#)

649.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[warner1129's solution](#)

650.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[warner1129's solution](#)

651.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[warner1129's solution](#)

652.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[warner1129's solution](#)

653.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[warner1129's solution](#)

654.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

655.

1686C

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

Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[warner1129's solution](#)

656.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[warner1129's solution](#)

657.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[warner1129's solution](#)

658.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[warner1129's solution](#)

659.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

660.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[warner1129's solution](#)

661.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

662.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[warner1129's solution](#)

663.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[warner1129's solution](#)

664.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

665.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[warner1129's solution](#)

666.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

667.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[warner1129's solution](#)

668.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[warner1129's solution](#)

669.

1948B

[Array Fix](#) · [Tutorial](#)

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

[warner1129's solution](#)

670.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

671.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[warner1129's solution](#)

672.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[warner1129's solution](#)

673.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[warner1129's solution](#)

674.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

675.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[warner1129's solution](#)

676.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[warner1129's solution](#)

677.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

678.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

679.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[warner1129's solution](#)

680.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

681.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[warner1129's solution](#)

682.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

683.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[warner1129's solution](#)

684.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[warner1129's solution](#)

685.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

686.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[warner1129's solution](#)

687.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

688.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[warner1129's solution](#)

689.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[warner1129's solution](#)

690.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[warner1129's solution](#)

691.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[warner1129's solution](#)

692.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

693.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

694.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

695.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[warner1129's solution](#)

696.

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

697.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[warner1129's solution](#)

698.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

699.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[warner1129's solution](#)

700.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

701.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[warner1129's solution](#)

702.

1826B

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

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

703.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[warner1129's solution](#)

704.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

705.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

706.

1743C

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

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

[warner1129's solution](#)

707.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[warner1129's solution](#)

708.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[warner1129's solution](#)

709.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[warner1129's solution](#)

710.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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713.

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714.

467B

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715.

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719.

1547C

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721.

1593D1

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1606B

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724.

1594B

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725.

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1492B

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730.

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731.

1401B

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732.

1333B

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733.

1342B

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734.

1375A

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735.

1370B

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736.

1366A

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1365A

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738.

1360C

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739.

1345B

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740.

1293A

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741.

2218E

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742.

1926C

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743.

2182C

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744.

2126D

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745.

2119B

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Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
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746.

2123D

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747.

2121C

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[warner1129's solution](#)

748.

2113B

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749.

2118B

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Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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750.

2109B

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751.

2092C

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752.

2085B

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[warner1129's solution](#)

753.

2021B

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754.

2020B

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755.

2003C

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756.

1487B

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757.

2000D

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Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
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758.

2002C

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759.

1996C

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760.

1990B

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Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

761.

1987C

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Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

762.

1546B

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Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math
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763.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
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764.

1983B

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765.

1989B

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[warner1129's solution](#)

766.

1982C

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Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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767.

1982B

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number theory

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768.

1635C

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769.

1657C

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Quality: 17,685 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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770.

1647B

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771.

1985E

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Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
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772.

1671C

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Quality: 25,397 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
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773.

1979C

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774.

1681C

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775.

1679B

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776.

1799B

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1738B

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778.

1713C

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Quality: 18,874 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[warner1129's solution](#)

779.

1954C

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Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
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780.

1954B

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Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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781.

1747C

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Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: games
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782.

743B

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783.

743A

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Quality: 11,729 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[warner1129's solution](#)

784.

1736B

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Quality: 20,260 global accepts · Rating: 1200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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785.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
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786.

1808B

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787.

592A

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788.

651B

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Quality: 12,224 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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789.

1945C

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790.

1941D

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791.

1763B

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Quality: 16,407 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
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792.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
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793.

1934B

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Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
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794.

1935B

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Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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795.

1877C

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Quality: 12,839 global accepts · Rating: 1200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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796.

1922B

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Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
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797.

1916C

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798.

1909B

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Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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799.

1914D

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800.

1822D

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801.

1848B

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Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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802.

1907C

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803.

1903B

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Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[warner1129's solution](#)

804.

1800D

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Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

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805.

1886B

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Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

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806.

1857C

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Quality: 41,773 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

807.

1874A

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Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[warner1129's solution](#)

808.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

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809.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

810.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[warner1129's solution](#)

811.

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[warner1129's solution](#)

812.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[warner1129's solution](#)

813.

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[warner1129's solution](#)

814.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[warner1129's solution](#)

815.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[warner1129's solution](#)

816.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

817.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[warner1129's solution](#)

818.

1744D

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

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

819.

1734C

[Removing Smallest Multiples](#) · Tutorial

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[warner1129's solution](#)

820.

1641A

[Great Sequence](#) · Tutorial

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[warner1129's solution](#)

821.

203A

[Two Problems](#) · Tutorial

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[warner1129's solution](#)

822.

1485B

[Replace and Keep Sorted](#) · Tutorial

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[warner1129's solution](#)

823.

1497C1

[k-LCM \(easy version\)](#) · Tutorial

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

824.

1497B

[M-arrays](#) · Tutorial

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[warner1129's solution](#)

825.

1496C

[Diamond Miner](#) · Tutorial

Rating: 1200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[warner1129's solution](#)

826.

1619C

[Wrong Addition](#) · Tutorial

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[warner1129's solution](#)

827.

1514B

[AND 0, Sum Big](#) · Tutorial

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[warner1129's solution](#)

828.

1504B

[Flip the Bits](#) · Tutorial

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[warner1129's solution](#)

829.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

830.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[warner1129's solution](#)

831.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

832.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[warner1129's solution](#)

833.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[warner1129's solution](#)

834.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[warner1129's solution](#)

835.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[warner1129's solution](#)

836.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[warner1129's solution](#)

837.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[warner1129's solution](#)

838.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[warner1129's solution](#)

839.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[warner1129's solution](#)

840.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[warner1129's solution](#)

841.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

842.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[warner1129's solution](#)

843.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[warner1129's solution](#)

844.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[warner1129's solution](#)

845.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[warner1129's solution](#)

846.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[warner1129's solution](#)

847.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[warner1129's solution](#)

848.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

849.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[warner1129's solution](#)

850.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[warner1129's solution](#)

851.

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[warner1129's solution](#)

852.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

853.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[warner1129's solution](#)

854.

1369B

[AccurateLee](#) · [Tutorial](#)

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

[warner1129's solution](#)

855.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[warner1129's solution](#)

856.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[warner1129's solution](#)

857.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[warner1129's solution](#)

858.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[warner1129's solution](#)

859.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[warner1129's solution](#)

860.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

861.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math
[warner1129's solution](#)

862.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings
[warner1129's solution](#)

863.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[warner1129's solution](#)

864.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[warner1129's solution](#)

865.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[warner1129's solution](#)

866.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[warner1129's solution](#)

867.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[warner1129's solution](#)

868.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math
[warner1129's solution](#)

869.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[warner1129's solution](#)

870.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[warner1129's solution](#)

871.

2075B

[Array Recoloring](#) · [Tutorial](#)

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

[warner1129's solution](#)

872.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[warner1129's solution](#)

873.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[warner1129's solution](#)

874.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[warner1129's solution](#)

875.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[warner1129's solution](#)

876.

2026B

[Black Cells](#) · [Tutorial](#)

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

[warner1129's solution](#)

877.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

878.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[warner1129's solution](#)

879.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[warner1129's solution](#)

880.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[warner1129's solution](#)

881.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 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

[warner1129's solution](#)

882.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[warner1129's solution](#)

883.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[warner1129's solution](#)

884.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[warner1129's solution](#)

885.

1561B

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

Rating: 1300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[warner1129's solution](#)

886.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[warner1129's solution](#)

887.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

888.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[warner1129's solution](#)

889.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

890.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[warner1129's solution](#)

891.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[warner1129's solution](#)

892.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, math

[warner1129's solution](#)

893.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[warner1129's solution](#)

894.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

895.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[warner1129's solution](#)

896.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[warner1129's solution](#)

897.

1668C

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

Rating: 1300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

898.

1980C

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

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

899.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[warner1129's solution](#)

900.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[warner1129's solution](#)

901.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[warner1129's solution](#)

902.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[warner1129's solution](#)

903.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[warner1129's solution](#)

904.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

905.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[warner1129's solution](#)

906.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[warner1129's solution](#)

907.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[warner1129's solution](#)

908.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[warner1129's solution](#)

909.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[warner1129's solution](#)

910.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[warner1129's solution](#)

911.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[warner1129's solution](#)

912.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[warner1129's solution](#)

913.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[warner1129's solution](#)

914.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[warner1129's solution](#)

915.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[warner1129's solution](#)

916.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[warner1129's solution](#)

917.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[warner1129's solution](#)

918.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

919.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[warner1129's solution](#)

920.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[warner1129's solution](#)

921.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[warner1129's solution](#)

922.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[warner1129's solution](#)

923.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[warner1129's solution](#)

924.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[warner1129's solution](#)

925.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[warner1129's solution](#)

926.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

927.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

928.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[warner1129's solution](#)

929.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

930.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[warner1129's solution](#)

931.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[warner1129's solution](#)

932.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

933.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[warner1129's solution](#)

934.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[warner1129's solution](#)

935.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[warner1129's solution](#)

936.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[warner1129's solution](#)

937.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[warner1129's solution](#)

938.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[warner1129's solution](#)

939.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[warner1129's solution](#)

940.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

941.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

942.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

943.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[warner1129's solution](#)

944.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

945.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[warner1129's solution](#)

946.

1694C

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

Rating: 1300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[warner1129's solution](#)

947.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

948.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

949.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[warner1129's solution](#)

950.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[warner1129's solution](#)

951.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[warner1129's solution](#)

952.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[warner1129's solution](#)

953.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[warner1129's solution](#)

954.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[warner1129's solution](#)

955.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[warner1129's solution](#)

956.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[warner1129's solution](#)

957.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[warner1129's solution](#)

958.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

959.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[warner1129's solution](#)

960.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[warner1129's solution](#)

961.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[warner1129's solution](#)

962.

1471C

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

Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[warner1129's solution](#)

963.

1382C1

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

Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[warner1129's solution](#)

964.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[warner1129's solution](#)

965.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[warner1129's solution](#)

966.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[warner1129's solution](#)

967.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

968.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

969.

1364B

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

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[warner1129's solution](#)

970.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[warner1129's solution](#)

971.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

972.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[warner1129's solution](#)

973.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

974.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[warner1129's solution](#)

975.

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

976.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: brute force, dp

[warner1129's solution](#)

977.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[warner1129's solution](#)

978.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[warner1129's solution](#)

979.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[warner1129's solution](#)

980.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[warner1129's solution](#)

981.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[warner1129's solution](#)

982.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[warner1129's solution](#)

983.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[warner1129's solution](#)

984.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[warner1129's solution](#)

985.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[warner1129's solution](#)

986.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[warner1129's solution](#)

987.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[warner1129's solution](#)

988.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[warner1129's solution](#)

989.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[warner1129's solution](#)

990.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[warner1129's solution](#)

991.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[warner1129's solution](#)

992.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[warner1129's solution](#)

993.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[warner1129's solution](#)

994.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[warner1129's solution](#)

995.

2035C

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

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

[warner1129's solution](#)

996.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[warner1129's solution](#)

997.

2033C

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

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[warner1129's solution](#)

998.

2020C

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

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

[warner1129's solution](#)

999.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[warner1129's solution](#)

1000.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1001.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[warner1129's solution](#)

1002.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[warner1129's solution](#)

1003.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[warner1129's solution](#)

1004.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, matrices

[warner1129's solution](#)

1005.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[warner1129's solution](#)

1006.

1993C

[Light Switches](#) · [Tutorial](#)

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

[warner1129's solution](#)

1007.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[warner1129's solution](#)

1008.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[warner1129's solution](#)

1009.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[warner1129's solution](#)

1010.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[warner1129's solution](#)

1011.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

1012.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

1013.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[warner1129's solution](#)

1014.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[warner1129's solution](#)

1015.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[warner1129's solution](#)

1016.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[warner1129's solution](#)

1017.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[warner1129's solution](#)

1018.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

1019.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[warner1129's solution](#)

1020.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

1021.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

1022.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[warner1129's solution](#)

1023.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy, implementation
[warner1129's solution](#)

1024.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[warner1129's solution](#)

1025.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[warner1129's solution](#)

1026.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[warner1129's solution](#)

1027.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[warner1129's solution](#)

1028.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[warner1129's solution](#)

1029.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

1030.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[warner1129's solution](#)

1031.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu
[warner1129's solution](#)

1032.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[warner1129's solution](#)

1033.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[warner1129's solution](#)

1034.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[warner1129's solution](#)

1035.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[warner1129's solution](#)

1036.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1037.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[warner1129's solution](#)

1038.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

1039.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[warner1129's solution](#)

1040.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[warner1129's solution](#)

1041.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[warner1129's solution](#)

1042.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[warner1129's solution](#)

1043.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation,

math

[warner1129's solution](#)

1044.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

1045.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[warner1129's solution](#)

1046.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

1047.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[warner1129's solution](#)

1048.

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

[warner1129's solution](#)

1049.

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

[warner1129's solution](#)

1050.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[warner1129's solution](#)

1051.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[warner1129's solution](#)

1052.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1053.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1054.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

[warner1129's solution](#)

1055.

1901C

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

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

[warner1129's solution](#)

1056.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[warner1129's solution](#)

1057.

1840D

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

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[warner1129's solution](#)

1058.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[warner1129's solution](#)

1059.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[warner1129's solution](#)

1060.

1895C

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

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

[warner1129's solution](#)

1061.

1888D1

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

Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

1062.

1888C

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

Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[warner1129's solution](#)

1063.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, greedy

[warner1129's solution](#)

1064.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1065.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1066.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[warner1129's solution](#)

1067.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

1068.

1844D

[Row Major](#) · [Tutorial](#)

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

[warner1129's solution](#)

1069.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[warner1129's solution](#)

1070.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[warner1129's solution](#)

1071.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[warner1129's solution](#)

1072.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1073.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[warner1129's solution](#)

1074.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

1075.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[warner1129's solution](#)

1076.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[warner1129's solution](#)

1077.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[warner1129's solution](#)

1078.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[warner1129's solution](#)

1079.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[warner1129's solution](#)

1080.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

1081.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[warner1129's solution](#)

1082.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

1083.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

1084.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[warner1129's solution](#)

1085.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[warner1129's solution](#)

1086.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[warner1129's solution](#)

1087.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[warner1129's solution](#)

1088.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[warner1129's solution](#)

1089.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[warner1129's solution](#)

1090.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

1091.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

1092.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[warner1129's solution](#)

1093.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[warner1129's solution](#)

1094.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[warner1129's solution](#)

1095.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[warner1129's solution](#)

1096.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[warner1129's solution](#)

1097.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[warner1129's solution](#)

1098.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[warner1129's solution](#)

1099.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[warner1129's solution](#)

1100.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[warner1129's solution](#)

1101.

1066C

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1348B

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1106.

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1109.

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1110.

1363B

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1354C1

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1112.

1355D

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1350B

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1115.

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1116.

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1118.

1926E

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1119.

2121E

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1120.

2115A

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1121.

2109C1

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1122.

2107C

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1123.

2093E

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1124.

2075C

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1125.

2026C

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1126.

2027C

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1127.

2008E

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1128.

2003D1

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Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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1129.

1487D

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1130.

1487C

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1131.

1486B

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1132.

1997D

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1133.

1996D

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1134.

1484B

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[warner1129's solution](#)

1135.

1990C

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1136.

1546C

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1137.

1646C

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1651C

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1985F

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1140.

1659C

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1141.

1673C

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1142.

1738C

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1143.

743C

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1144.

1439A1

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1145.

177D2

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1146.

1385D

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1147.

1873G

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1148.

978D

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1149.

88B

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[warner1129's solution](#)

1150.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

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1151.

1767D

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1152.

1759E

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1153.

237B

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1154.

1789C

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1155.

1924A

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1156.

1809C

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1814C

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1158.

1877D

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1159.

1811E

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1160.

1804C

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1161.

1898B

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1162.

1800E2

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1857E

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1164.

1881E

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1165.

1882C

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1166.

1776L

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1167.

1872E

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1168.

1858B

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1169.

1250L

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1170.

1250H

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1171.

1817A

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1172.

1842C

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1173.

883E

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1174.

1515D

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1175.

1765K

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1176.

1765N

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1177.

1710A

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1178.

1753A2

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Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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1179.

1744E1

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Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1180.

1630A

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1181.

847A

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1182.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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1183.

1070H

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1184.

1614C

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1185.

1611D

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1186.

1516B

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1187.

1499C

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Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
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1188.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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1189.

268C

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1190.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
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1191.

1542B

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Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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1192.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1193.

1490F

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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
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1194.

1506E

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1195.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

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1196.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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1197.

1551C

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[warner1129's solution](#)

1198.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

1199.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[warner1129's solution](#)

1200.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[warner1129's solution](#)

1201.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

1202.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[warner1129's solution](#)

1203.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[warner1129's solution](#)

1204.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[warner1129's solution](#)

1205.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

1206.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

1207.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[warner1129's solution](#)

1208.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[warner1129's solution](#)

1209.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

1210.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[warner1129's solution](#)

1211.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[warner1129's solution](#)

1212.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[warner1129's solution](#)

1213.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[warner1129's solution](#)

1214.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1215.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dp

[warner1129's solution](#)

1216.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[warner1129's solution](#)

1217.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[warner1129's solution](#)

1218.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[warner1129's solution](#)

1219.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[warner1129's solution](#)

1220.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[warner1129's solution](#)

1221.

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[warner1129's solution](#)

1222.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

1223.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[warner1129's solution](#)

1224.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[warner1129's solution](#)

1225.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[warner1129's solution](#)

1226.

2036E

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

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

[warner1129's solution](#)

1227.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[warner1129's solution](#)

1228.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[warner1129's solution](#)

1229.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[warner1129's solution](#)

1230.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[warner1129's solution](#)

1231.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[warner1129's solution](#)

1232.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[warner1129's solution](#)

1233.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[warner1129's solution](#)

1234.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, greedy, implementation

[warner1129's solution](#)

1235.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1236.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[warner1129's solution](#)

1237.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[warner1129's solution](#)

1238.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[warner1129's solution](#)

1239.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1240.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[warner1129's solution](#)

1241.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[warner1129's solution](#)

1242.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1243.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[warner1129's solution](#)

1244.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees

[warner1129's solution](#)

1245.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1246.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[warner1129's solution](#)

1247.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[warner1129's solution](#)

1248.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[warner1129's solution](#)

1249.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[warner1129's solution](#)

1250.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[warner1129's solution](#)

1251.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[warner1129's solution](#)

1252.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[warner1129's solution](#)

1253.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

1254.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1255.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

1256.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[warner1129's solution](#)

1257.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
[warner1129's solution](#)

1258.

873C

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

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[warner1129's solution](#)

1259.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[warner1129's solution](#)

1260.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[warner1129's solution](#)

1261.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[warner1129's solution](#)

1262.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[warner1129's solution](#)

1263.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[warner1129's solution](#)

1264.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[warner1129's solution](#)

1265.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[warner1129's solution](#)

1266.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[warner1129's solution](#)

1267.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory, two pointers

[warner1129's solution](#)

1268.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[warner1129's solution](#)

1269.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

1270.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[warner1129's solution](#)

1271.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[warner1129's solution](#)

1272.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

1273.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[warner1129's solution](#)

1274.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[warner1129's solution](#)

1275.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

1276.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[warner1129's solution](#)

1277.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[warner1129's solution](#)

1278.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[warner1129's solution](#)

1279.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[warner1129's solution](#)

1280.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[warner1129's solution](#)

1281.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[warner1129's solution](#)

1282.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[warner1129's solution](#)

1283.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[warner1129's solution](#)

1284.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[warner1129's solution](#)

1285.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[warner1129's solution](#)

1286.

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[warner1129's solution](#)

1287.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[warner1129's solution](#)

1288.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[warner1129's solution](#)

1289.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

1290.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[warner1129's solution](#)

1291.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[warner1129's solution](#)

1292.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[warner1129's solution](#)

1293.

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[warner1129's solution](#)

1294.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

1295.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[warner1129's solution](#)

1296.

1782C

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

Rating: 1600 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[warner1129's solution](#)

1297.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[warner1129's solution](#)

1298.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[warner1129's solution](#)

1299.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[warner1129's solution](#)

1300.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[warner1129's solution](#)

1301.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[warner1129's solution](#)

1302.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[warner1129's solution](#)

1303.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[warner1129's solution](#)

1304.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

1305.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[warner1129's solution](#)

1306.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[warner1129's solution](#)

1307.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, strings
[warner1129's solution](#)

1308.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[warner1129's solution](#)

1309.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

1310.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[warner1129's solution](#)

1311.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[warner1129's solution](#)

1312.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[warner1129's solution](#)

1313.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

1314.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[warner1129's solution](#)

1315.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

1316.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[warner1129's solution](#)

1317.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[warner1129's solution](#)

1318.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[warner1129's solution](#)

1319.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[warner1129's solution](#)

1320.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[warner1129's solution](#)

1321.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[warner1129's solution](#)

1322.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

1323.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[warner1129's solution](#)

1324.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[warner1129's solution](#)

1325.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[warner1129's solution](#)

1326.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[warner1129's solution](#)

1327.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

1328.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer,

dp, greedy, trees

[warner1129's solution](#)

1329.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[warner1129's solution](#)

1330.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[warner1129's solution](#)

1331.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, math

[warner1129's solution](#)

1332.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

1333.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[warner1129's solution](#)

1334.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[warner1129's solution](#)

1335.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

1336.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[warner1129's solution](#)

1337.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1338.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[warner1129's solution](#)

1339.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory

[warner1129's solution](#)

1340.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, sortings

[warner1129's solution](#)

1341.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[warner1129's solution](#)

1342.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[warner1129's solution](#)

1343.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[warner1129's solution](#)

1344.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1345.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[warner1129's solution](#)

1346.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[warner1129's solution](#)

1347.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[warner1129's solution](#)

1348.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[warner1129's solution](#)

1349.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[warner1129's solution](#)

1350.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[warner1129's solution](#)

1351.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs
[warner1129's solution](#)

1352.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[warner1129's solution](#)

1353.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[warner1129's solution](#)

1354.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[warner1129's solution](#)

1355.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[warner1129's solution](#)

1356.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[warner1129's solution](#)

1357.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

1358.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, games, graphs, greedy, trees

[warner1129's solution](#)

1359.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[warner1129's solution](#)

1360.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[warner1129's solution](#)

1361.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[warner1129's solution](#)

1362.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[warner1129's solution](#)

1363.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[warner1129's solution](#)

1364.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[warner1129's solution](#)

1365.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[warner1129's solution](#)

1366.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[warner1129's solution](#)

1367.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[warner1129's solution](#)

1368.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[warner1129's solution](#)

1369.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

1370.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[warner1129's solution](#)

1371.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[warner1129's solution](#)

1372.

1678D

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

Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[warner1129's solution](#)

1373.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[warner1129's solution](#)

1374.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

1375.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[warner1129's solution](#)

1376.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math

[warner1129's solution](#)

1377.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[warner1129's solution](#)

1378.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[warner1129's solution](#)

1379.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[warner1129's solution](#)

1380.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[warner1129's solution](#)

1381.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[warner1129's solution](#)

1382.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[warner1129's solution](#)

1383.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[warner1129's solution](#)

1384.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[warner1129's solution](#)

1385.

1937C

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

Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[warner1129's solution](#)

1386.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[warner1129's solution](#)

1387.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[warner1129's solution](#)

1388.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[warner1129's solution](#)

1389.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

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1390.

1777C

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1814B

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1798C

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1916D

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1395.

1822G1

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1822F

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1879D

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1398.

1903D1

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1833F

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1896D

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1401.

1901D

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1402.

1849D

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1403.

1898C

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1404.

1893B

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1405.

1884C

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1406.

1889B

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1407.

1881F

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1409.

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1670D

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1826D

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1414.

1330D

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1415.

1783C

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1792D

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1731D

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1731C

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1743D

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1628B

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1699C

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1424.

1694D

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1425.

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1426.

1611E1

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1485C

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1550C

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1537D

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1435.

1608C

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1436.

1554B

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1437.

1562D1

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1438.

1581C

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1439.

1472E

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1440.

1592C

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1441.

1512G

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1442.

1538D

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1443.

1551D1

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1444.

1579F

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1445.

1579E2

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1598D

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1447.

1594D

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1169C

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1449.

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1450.

1467B

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1451.

1465C

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1452.

1384C

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1453.

1382C2

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1453C

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1451D

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1456.

1528B

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1457.

1051D

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1458.

631C

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1459.

1406C

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1460.

1209D

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1461.

1325D

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1462.

1333C

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Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

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1463.

1253D

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1464.

1343D

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1465.

1368D

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1466.

1365D

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1467.

1362D

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1468.

1359C

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1469.

1360F

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1470.

2182E

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1471.

2127D

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1472.

2120D

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1473.

2121F

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1474.

2101B

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1475.

2093F

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1476.

2092D

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1477.

2043D

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1478.

2045M

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1479.

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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1480.

2035D

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1481.

2033F

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1482.

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1483.

2025D

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Quality: 7,880 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

[warner1129's solution](#)

1484.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[warner1129's solution](#)

1485.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[warner1129's solution](#)

1486.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[warner1129's solution](#)

1487.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[warner1129's solution](#)

1488.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[warner1129's solution](#)

1489.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[warner1129's solution](#)

1490.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[warner1129's solution](#)

1491.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[warner1129's solution](#)

1492.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[warner1129's solution](#)

1493.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[warner1129's solution](#)

1494.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[warner1129's solution](#)

1495.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[warner1129's solution](#)

1496.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[warner1129's solution](#)

1497.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

1498.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[warner1129's solution](#)

1499.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[warner1129's solution](#)

1500.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[warner1129's solution](#)

1501.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[warner1129's solution](#)

1502.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[warner1129's solution](#)

1503.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[warner1129's solution](#)

1504.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[warner1129's solution](#)

1505.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[warner1129's solution](#)

1506.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[warner1129's solution](#)

1507.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[warner1129's solution](#)

1508.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules
[warner1129's solution](#)

1509.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[warner1129's solution](#)

1510.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[warner1129's solution](#)

1511.

1825D1

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

Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[warner1129's solution](#)

1512.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[warner1129's solution](#)

1513.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[warner1129's solution](#)

1514.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[warner1129's solution](#)

1515.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[warner1129's solution](#)

1516.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[warner1129's solution](#)

1517.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[warner1129's solution](#)

1518.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[warner1129's solution](#)

1519.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[warner1129's solution](#)

1520.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[warner1129's solution](#)

1521.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1522.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[warner1129's solution](#)

1523.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[warner1129's solution](#)

1524.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[warner1129's solution](#)

1525.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[warner1129's solution](#)

1526.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

1527.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

1528.

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[warner1129's solution](#)

1529.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[warner1129's solution](#)

1530.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[warner1129's solution](#)

1531.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[warner1129's solution](#)

1532.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[warner1129's solution](#)

1533.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[warner1129's solution](#)

1534.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1535.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[warner1129's solution](#)

1536.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[warner1129's solution](#)

1537.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[warner1129's solution](#)

1538.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[warner1129's solution](#)

1539.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1540.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[warner1129's solution](#)

1541.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

1542.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

1543.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[warner1129's solution](#)

1544.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

1545.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[warner1129's solution](#)

1546.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[warner1129's solution](#)

1547.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[warner1129's solution](#)

1548.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, math, trees

[warner1129's solution](#)

1549.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

1550.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[warner1129's solution](#)

1551.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

1552.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[warner1129's solution](#)

1553.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[warner1129's solution](#)

1554.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[warner1129's solution](#)

1555.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[warner1129's solution](#)

1556.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1557.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[warner1129's solution](#)

1558.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[warner1129's solution](#)

1559.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

1560.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[warner1129's solution](#)

1561.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[warner1129's solution](#)

1562.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[warner1129's solution](#)

1563.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[warner1129's solution](#)

1564.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[warner1129's solution](#)

1565.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[warner1129's solution](#)

1566.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[warner1129's solution](#)

1567.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1568.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[warner1129's solution](#)

1569.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[warner1129's solution](#)

1570.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[warner1129's solution](#)

1571.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[warner1129's solution](#)

1572.

1475D

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

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[warner1129's solution](#)

1573.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[warner1129's solution](#)

1574.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation

[warner1129's solution](#)

1575.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[warner1129's solution](#)

1576.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[warner1129's solution](#)

1577.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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1578.

1213G

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Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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1579.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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1580.

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-21 · last AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

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1581.

1367D

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Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[warner1129's solution](#)

1582.

1355C

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Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

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1583.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy

[warner1129's solution](#)

1584.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[warner1129's solution](#)

1585.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[warner1129's solution](#)

1586.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[warner1129's solution](#)

1587.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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1588.

2089B1

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Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[warner1129's solution](#)

1589.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[warner1129's solution](#)

1590.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[warner1129's solution](#)

1591.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[warner1129's solution](#)

1592.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[warner1129's solution](#)

1593.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[warner1129's solution](#)

1594.

2038G

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Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[warner1129's solution](#)

1595.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[warner1129's solution](#)

1596.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[warner1129's solution](#)

1597.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[warner1129's solution](#)

1598.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[warner1129's solution](#)

1599.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

1600.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[warner1129's solution](#)

1601.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[warner1129's solution](#)

1602.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[warner1129's solution](#)

1603.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[warner1129's solution](#)

1604.

1649E

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Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[warner1129's solution](#)

1605.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[warner1129's solution](#)

1606.

2002D1

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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

[warner1129's solution](#)

1607.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[warner1129's solution](#)

1608.

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

[warner1129's solution](#)**1609.**

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

[warner1129's solution](#)**1610.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[warner1129's solution](#)**1611.**

1483B

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Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[warner1129's solution](#)**1612.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[warner1129's solution](#)**1613.**

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[warner1129's solution](#)**1614.**

1546D

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Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[warner1129's solution](#)**1615.**

1992F

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Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[warner1129's solution](#)**1616.**

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)**1617.**

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[warner1129's solution](#)

1618.

1989D

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Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[warner1129's solution](#)

1619.

1986F

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Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[warner1129's solution](#)

1620.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[warner1129's solution](#)

1621.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[warner1129's solution](#)

1622.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[warner1129's solution](#)

1623.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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1624.

1659D

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Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[warner1129's solution](#)

1625.

1673D

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[warner1129's solution](#)

1626.

1678E

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Rating: 1900 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[warner1129's solution](#)

1627.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[warner1129's solution](#)

1628.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[warner1129's solution](#)

1629.

1980F1

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Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[warner1129's solution](#)

1630.

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[warner1129's solution](#)

1631.

1700D

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Quality: 6,994 global accepts · Rating: 1900 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, math

[warner1129's solution](#)

1632.

1977C

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Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[warner1129's solution](#)

1633.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[warner1129's solution](#)

1634.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[warner1129's solution](#)

1635.

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

[warner1129's solution](#)

1636.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[warner1129's solution](#)

1637.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[warner1129's solution](#)

1638.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[warner1129's solution](#)

1639.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[warner1129's solution](#)

1640.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[warner1129's solution](#)

1641.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[warner1129's solution](#)

1642.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[warner1129's solution](#)

1643.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[warner1129's solution](#)

1644.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[warner1129's solution](#)

1645.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[warner1129's solution](#)

1646.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[warner1129's solution](#)

1647.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[warner1129's solution](#)

1648.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[warner1129's solution](#)

1649.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[warner1129's solution](#)

1650.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-07 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[warner1129's solution](#)

1651.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[warner1129's solution](#)

1652.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[warner1129's solution](#)

1653.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[warner1129's solution](#)

1654.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[warner1129's solution](#)

1655.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[warner1129's solution](#)

1656.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[warner1129's solution](#)

1657.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[warner1129's solution](#)

1658.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[warner1129's solution](#)

1659.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[warner1129's solution](#)

1660.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[warner1129's solution](#)

1661.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[warner1129's solution](#)

1662.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[warner1129's solution](#)

1663.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[warner1129's solution](#)

1664.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[warner1129's solution](#)

1665.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[warner1129's solution](#)

1666.

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

[warner1129's solution](#)

1667.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[warner1129's solution](#)

1668.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[warner1129's solution](#)

1669.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[warner1129's solution](#)

1670.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[warner1129's solution](#)

1671.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[warner1129's solution](#)

1672.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[warner1129's solution](#)

1673.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[warner1129's solution](#)

1674.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

1675.

1888D2

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

Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[warner1129's solution](#)

1676.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[warner1129's solution](#)

1677.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[warner1129's solution](#)

1678.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[warner1129's solution](#)

1679.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[warner1129's solution](#)

1680.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

1681.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

1682.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[warner1129's solution](#)

1683.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[warner1129's solution](#)

1684.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[warner1129's solution](#)

1685.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[warner1129's solution](#)

1686.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[warner1129's solution](#)

1687.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[warner1129's solution](#)

1688.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[warner1129's solution](#)

1689.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[warner1129's solution](#)

1690.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[warner1129's solution](#)

1691.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[warner1129's solution](#)

1692.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[warner1129's solution](#)

1693.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[warner1129's solution](#)

1694.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[warner1129's solution](#)

1695.

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

[warner1129's solution](#)

1696.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math

[warner1129's solution](#)

1697.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[warner1129's solution](#)

1698.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[warner1129's solution](#)**1699.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[warner1129's solution](#)**1700.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[warner1129's solution](#)**1701.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[warner1129's solution](#)**1702.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: games

[warner1129's solution](#)**1703.**

1509D

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

Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[warner1129's solution](#)**1704.**

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[warner1129's solution](#)**1705.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[warner1129's solution](#)**1706.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[warner1129's solution](#)**1707.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[warner1129's solution](#)

1708.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
[warner1129's solution](#)

1709.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[warner1129's solution](#)

1710.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[warner1129's solution](#)

1711.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[warner1129's solution](#)

1712.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-31 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[warner1129's solution](#)

1713.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[warner1129's solution](#)

1714.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[warner1129's solution](#)

1715.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[warner1129's solution](#)

1716.

1471D

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

Rating: 1900 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[warner1129's solution](#)

1717.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[warner1129's solution](#)

1718.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[warner1129's solution](#)

1719.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[warner1129's solution](#)

1720.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[warner1129's solution](#)

1721.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[warner1129's solution](#)

1722.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[warner1129's solution](#)

1723.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[warner1129's solution](#)

1724.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[warner1129's solution](#)

1725.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[warner1129's solution](#)

1726.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[warner1129's solution](#)

1727.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

1728.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[warner1129's solution](#)

1729.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[warner1129's solution](#)

1730.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[warner1129's solution](#)

1731.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[warner1129's solution](#)

1732.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

1733.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[warner1129's solution](#)

1734.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[warner1129's solution](#)

1735.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[warner1129's solution](#)

1736.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[warner1129's solution](#)

1737.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[warner1129's solution](#)

1738.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[warner1129's solution](#)

1739.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[warner1129's solution](#)

1740.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[warner1129's solution](#)

1741.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[warner1129's solution](#)

1742.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[warner1129's solution](#)

1743.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[warner1129's solution](#)

1744.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[warner1129's solution](#)

1745.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1746.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[warner1129's solution](#)

1747.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1748.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp

[warner1129's solution](#)

1749.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[warner1129's solution](#)

1750.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

1751.

1589D

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

Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[warner1129's solution](#)

1752.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[warner1129's solution](#)

1753.

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

[warner1129's solution](#)

1754.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[warner1129's solution](#)

1755.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[warner1129's solution](#)

1756.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[warner1129's solution](#)

1757.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[warner1129's solution](#)

1758.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[warner1129's solution](#)

1759.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1760.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[warner1129's solution](#)

1761.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[warner1129's solution](#)

1762.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-28 · last AC: 2024-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[warner1129's solution](#)

1763.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[warner1129's solution](#)

1764.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[warner1129's solution](#)

1765.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[warner1129's solution](#)

1766.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[warner1129's solution](#)

1767.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[warner1129's solution](#)

1768.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[warner1129's solution](#)

1769.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[warner1129's solution](#)

1770.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[warner1129's solution](#)

1771.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[warner1129's solution](#)

1772.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[warner1129's solution](#)

1773.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[warner1129's solution](#)

1774.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[warner1129's solution](#)

1775.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[warner1129's solution](#)

1776.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[warner1129's solution](#)

1777.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[warner1129's solution](#)

1778.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[warner1129's solution](#)

1779.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[warner1129's solution](#)

1780.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[warner1129's solution](#)

1781.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[warner1129's solution](#)

1782.

1944D

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

Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[warner1129's solution](#)

1783.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[warner1129's solution](#)

1784.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[warner1129's solution](#)

1785.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[warner1129's solution](#)

1786.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

1787.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[warner1129's solution](#)

1788.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[warner1129's solution](#)

1789.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[warner1129's solution](#)

1790.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[warner1129's solution](#)

1791.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[warner1129's solution](#)

1792.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[warner1129's solution](#)

1793.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-21 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[warner1129's solution](#)

1794.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[warner1129's solution](#)

1795.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[warner1129's solution](#)

1796.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-09-04 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[warner1129's solution](#)

1797.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[warner1129's solution](#)

1798.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[warner1129's solution](#)

1799.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[warner1129's solution](#)

1800.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[warner1129's solution](#)

1801.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[warner1129's solution](#)

1802.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

1803.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[warner1129's solution](#)

1804.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[warner1129's solution](#)

1805.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[warner1129's solution](#)

1806.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[warner1129's solution](#)

1807.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[warner1129's solution](#)

1808.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2023-04-21 · last AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[warner1129's solution](#)

1809.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[warner1129's solution](#)

1810.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[warner1129's solution](#)

1811.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[warner1129's solution](#)

1812.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[warner1129's solution](#)

1813.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

1814.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[warner1129's solution](#)

1815.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[warner1129's solution](#)

1816.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

1817.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[warner1129's solution](#)

1818.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[warner1129's solution](#)

1819.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[warner1129's solution](#)

1820.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[warner1129's solution](#)

1821.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[warner1129's solution](#)

1822.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[warner1129's solution](#)

1823.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[warner1129's solution](#)

1824.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

1825.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[warner1129's solution](#)

1826.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[warner1129's solution](#)

1827.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[warner1129's solution](#)

1828.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[warner1129's solution](#)

1829.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[warner1129's solution](#)

1830.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[warner1129's solution](#)

1831.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[warner1129's solution](#)

1832.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

1833.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[warner1129's solution](#)

1834.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[warner1129's solution](#)

1835.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[warner1129's solution](#)

1836.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[warner1129's solution](#)

1837.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[warner1129's solution](#)

1838.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[warner1129's solution](#)

1839.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[warner1129's solution](#)

1840.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[warner1129's solution](#)

1841.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[warner1129's solution](#)

1842.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[warner1129's solution](#)

1843.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[warner1129's solution](#)

1844.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[warner1129's solution](#)

1845.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[warner1129's solution](#)

1846.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

1847.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[warner1129's solution](#)

1848.

2183E

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

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[warner1129's solution](#)

1849.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[warner1129's solution](#)

1850.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[warner1129's solution](#)

1851.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[warner1129's solution](#)

1852.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[warner1129's solution](#)

1853.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1854.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[warner1129's solution](#)

1855.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[warner1129's solution](#)

1856.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[warner1129's solution](#)

1857.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[warner1129's solution](#)

1858.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[warner1129's solution](#)

1859.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[warner1129's solution](#)

1860.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[warner1129's solution](#)

1861.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[warner1129's solution](#)

1862.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[warner1129's solution](#)

1863.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[warner1129's solution](#)

1864.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[warner1129's solution](#)

1865.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[warner1129's solution](#)

1866.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[warner1129's solution](#)

1867.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[warner1129's solution](#)

1868.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[warner1129's solution](#)

1869.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[warner1129's solution](#)

1870.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[warner1129's solution](#)

1871.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[warner1129's solution](#)

1872.

1668D

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

Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[warner1129's solution](#)

1873.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[warner1129's solution](#)

1874.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[warner1129's solution](#)

1875.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[warner1129's solution](#)

1876.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[warner1129's solution](#)

1877.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[warner1129's solution](#)

1878.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[warner1129's solution](#)

1879.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[warner1129's solution](#)

1880.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[warner1129's solution](#)

1881.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-03-20 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[warner1129's solution](#)

1882.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[warner1129's solution](#)

1883.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[warner1129's solution](#)

1884.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[warner1129's solution](#)

1885.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[warner1129's solution](#)

1886.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[warner1129's solution](#)

1887.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[warner1129's solution](#)

1888.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[warner1129's solution](#)

1889.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[warner1129's solution](#)

1890.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1891.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[warner1129's solution](#)

1892.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1893.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[warner1129's solution](#)

1894.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[warner1129's solution](#)

1895.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[warner1129's solution](#)

1896.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[warner1129's solution](#)

1897.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[warner1129's solution](#)

1898.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[warner1129's solution](#)

1899.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[warner1129's solution](#)

1900.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[warner1129's solution](#)

1901.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[warner1129's solution](#)

1902.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[warner1129's solution](#)

1903.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[warner1129's solution](#)

1904.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[warner1129's solution](#)

1905.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[warner1129's solution](#)

1906.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[warner1129's solution](#)

1907.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[warner1129's solution](#)

1908.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[warner1129's solution](#)**1909.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[warner1129's solution](#)**1910.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[warner1129's solution](#)**1911.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[warner1129's solution](#)**1912.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[warner1129's solution](#)**1913.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[warner1129's solution](#)**1914.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[warner1129's solution](#)**1915.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[warner1129's solution](#)**1916.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[warner1129's solution](#)**1917.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[warner1129's solution](#)

1918.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[warner1129's solution](#)

1919.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[warner1129's solution](#)

1920.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[warner1129's solution](#)

1921.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[warner1129's solution](#)

1922.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[warner1129's solution](#)

1923.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[warner1129's solution](#)

1924.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[warner1129's solution](#)

1925.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[warner1129's solution](#)

1926.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[warner1129's solution](#)

1927.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[warner1129's solution](#)

1928.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

1929.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[warner1129's solution](#)

1930.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[warner1129's solution](#)

1931.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[warner1129's solution](#)

1932.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[warner1129's solution](#)

1933.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[warner1129's solution](#)

1934.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[warner1129's solution](#)

1935.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[warner1129's solution](#)

1936.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[warner1129's solution](#)

1937.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[warner1129's solution](#)

1938.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[warner1129's solution](#)

1939.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

1940.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[warner1129's solution](#)

1941.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[warner1129's solution](#)

1942.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[warner1129's solution](#)

1943.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[warner1129's solution](#)

1944.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[warner1129's solution](#)

1945.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[warner1129's solution](#)

1946.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[warner1129's solution](#)

1947.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[warner1129's solution](#)

1948.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[warner1129's solution](#)

1949.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry
[warner1129's solution](#)

1950.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy
[warner1129's solution](#)

1951.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation
[warner1129's solution](#)

1952.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[warner1129's solution](#)

1953.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[warner1129's solution](#)

1954.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[warner1129's solution](#)

1955.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings
[warner1129's solution](#)

1956.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[warner1129's solution](#)

1957.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[warner1129's solution](#)

1958.

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[warner1129's solution](#)

1959.

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[warner1129's solution](#)

1960.

1354E

[Graph Coloring · Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[warner1129's solution](#)

1961.

1926F

[Vlad and Avoiding X · Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[warner1129's solution](#)

1962.

2126G1

[Big Wins! \(easy version\) · Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[warner1129's solution](#)

1963.

2112E

[Tree Colorings · Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[warner1129's solution](#)

1964.

2113D

[Cheater · Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[warner1129's solution](#)

1965.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[warner1129's solution](#)

1966.

2101C

[23 Kingdom · Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[warner1129's solution](#)

1967.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[warner1129's solution](#)

1968.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[warner1129's solution](#)

1969.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[warner1129's solution](#)

1970.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[warner1129's solution](#)

1971.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[warner1129's solution](#)

1972.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[warner1129's solution](#)

1973.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[warner1129's solution](#)

1974.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[warner1129's solution](#)

1975.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

1976.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[warner1129's solution](#)

1977.

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

[warner1129's solution](#)

1978.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[warner1129's solution](#)

1979.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[warner1129's solution](#)

1980.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[warner1129's solution](#)

1981.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

1982.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[warner1129's solution](#)

1983.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[warner1129's solution](#)

1984.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[warner1129's solution](#)

1985.

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

[warner1129's solution](#)

1986.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[warner1129's solution](#)

1987.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[warner1129's solution](#)

1988.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[warner1129's solution](#)

1989.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[warner1129's solution](#)

1990.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[warner1129's solution](#)

1991.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[warner1129's solution](#)

1992.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[warner1129's solution](#)

1993.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[warner1129's solution](#)

1994.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[warner1129's solution](#)

1995.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[warner1129's solution](#)

1996.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[warner1129's solution](#)

1997.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[warner1129's solution](#)

1998.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[warner1129's solution](#)

1999.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

2000.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[warner1129's solution](#)

2001.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[warner1129's solution](#)

2002.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[warner1129's solution](#)

2003.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[warner1129's solution](#)

2004.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[warner1129's solution](#)

2005.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[warner1129's solution](#)

2006.

1785C

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

Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[warner1129's solution](#)

2007.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[warner1129's solution](#)

2008.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[warner1129's solution](#)

2009.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[warner1129's solution](#)

2010.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[warner1129's solution](#)

2011.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[warner1129's solution](#)

2012.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[warner1129's solution](#)

2013.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[warner1129's solution](#)

2014.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[warner1129's solution](#)

2015.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2024-02-07 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[warner1129's solution](#)

2016.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and

conquer, implementation, interactive, probabilities, sortings

[warner1129's solution](#)

2017.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[warner1129's solution](#)

2018.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[warner1129's solution](#)

2019.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[warner1129's solution](#)

2020.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[warner1129's solution](#)

2021.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[warner1129's solution](#)

2022.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[warner1129's solution](#)

2023.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[warner1129's solution](#)

2024.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[warner1129's solution](#)

2025.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[warner1129's solution](#)

2026.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[warner1129's solution](#)

2027.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[warner1129's solution](#)

2028.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[warner1129's solution](#)

2029.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[warner1129's solution](#)

2030.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[warner1129's solution](#)

2031.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-10 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[warner1129's solution](#)

2032.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[warner1129's solution](#)

2033.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[warner1129's solution](#)

2034.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[warner1129's solution](#)

2035.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[warner1129's solution](#)

2036.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[warner1129's solution](#)

2037.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[warner1129's solution](#)

2038.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

2039.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[warner1129's solution](#)

2040.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[warner1129's solution](#)

2041.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[warner1129's solution](#)

2042.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[warner1129's solution](#)

2043.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[warner1129's solution](#)

2044.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[warner1129's solution](#)

2045.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2046.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[warner1129's solution](#)

2047.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[warner1129's solution](#)

2048.

1765F

[Chemistry Lab · Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[warner1129's solution](#)

2049.

785E

[Anton and Permutation · Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[warner1129's solution](#)

2050.

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[warner1129's solution](#)

2051.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[warner1129's solution](#)

2052.

1630C

[Paint the Middle · Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[warner1129's solution](#)

2053.

847D

[Dog Show · Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

2054.

1666F

[Fancy Stack · Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[warner1129's solution](#)

2055.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[warner1129's solution](#)

2056.

1070A

[Find a Number · Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[warner1129's solution](#)

2057.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[warner1129's solution](#)

2058.

1504E

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

Rating: 2200 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[warner1129's solution](#)

2059.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[warner1129's solution](#)

2060.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[warner1129's solution](#)

2061.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[warner1129's solution](#)

2062.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[warner1129's solution](#)

2063.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[warner1129's solution](#)

2064.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[warner1129's solution](#)

2065.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[warner1129's solution](#)

2066.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, interactive

[warner1129's solution](#)

2067.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[warner1129's solution](#)

2068.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[warner1129's solution](#)

2069.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[warner1129's solution](#)

2070.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[warner1129's solution](#)

2071.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[warner1129's solution](#)

2072.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[warner1129's solution](#)

2073.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2074.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[warner1129's solution](#)

2075.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

2076.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[warner1129's solution](#)

2077.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[warner1129's solution](#)

2078.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[warner1129's solution](#)

2079.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[warner1129's solution](#)

2080.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[warner1129's solution](#)

2081.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[warner1129's solution](#)

2082.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: binary search, dp

[warner1129's solution](#)

2083.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[warner1129's solution](#)

2084.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[warner1129's solution](#)

2085.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2026-02-15 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, ternary search

[warner1129's solution](#)

2086.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[warner1129's solution](#)

2087.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[warner1129's solution](#)

2088.

573C

[Bear and Drawing · Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[warner1129's solution](#)

2089.

2120E

[Lanes of Cars · Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[warner1129's solution](#)

2090.

2121H

[Ice Baby · Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[warner1129's solution](#)

2091.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[warner1129's solution](#)

2092.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[warner1129's solution](#)

2093.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[warner1129's solution](#)

2094.

2063E

[Triangle Tree · Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

2095.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-24 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[warner1129's solution](#)

2096.

2043E

[Matrix Transformation · Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures,

dfs and similar, graphs, greedy, implementation

[warner1129's solution](#)

2097.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[warner1129's solution](#)

2098.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[warner1129's solution](#)

2099.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[warner1129's solution](#)

2100.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[warner1129's solution](#)

2101.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[warner1129's solution](#)

2102.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[warner1129's solution](#)

2103.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy

[warner1129's solution](#)

2104.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[warner1129's solution](#)

2105.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[warner1129's solution](#)

2106.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[warner1129's solution](#)

2107.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[warner1129's solution](#)

2108.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[warner1129's solution](#)

2109.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[warner1129's solution](#)

2110.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

2111.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[warner1129's solution](#)

2112.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
[warner1129's solution](#)

2113.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math
[warner1129's solution](#)

2114.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[warner1129's solution](#)

2115.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[warner1129's solution](#)

2116.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[warner1129's solution](#)

2117.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[warner1129's solution](#)

2118.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[warner1129's solution](#)

2119.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[warner1129's solution](#)

2120.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[warner1129's solution](#)

2121.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[warner1129's solution](#)

2122.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[warner1129's solution](#)

2123.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[warner1129's solution](#)

2124.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[warner1129's solution](#)

2125.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[warner1129's solution](#)

2126.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[warner1129's solution](#)

2127.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[warner1129's solution](#)

2128.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[warner1129's solution](#)

2129.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[warner1129's solution](#)

2130.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[warner1129's solution](#)

2131.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

2132.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[warner1129's solution](#)

2133.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[warner1129's solution](#)

2134.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[warner1129's solution](#)

2135.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

2136.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[warner1129's solution](#)

2137.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[warner1129's solution](#)

2138.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[warner1129's solution](#)

2139.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

2140.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[warner1129's solution](#)

2141.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[warner1129's solution](#)

2142.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[warner1129's solution](#)

2143.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[warner1129's solution](#)

2144.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[warner1129's solution](#)

2145.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

2146.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[warner1129's solution](#)

2147.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[warner1129's solution](#)

2148.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[warner1129's solution](#)

2149.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[warner1129's solution](#)

2150.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[warner1129's solution](#)

2151.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-11-20 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[warner1129's solution](#)

2152.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · 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

[warner1129's solution](#)

2153.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[warner1129's solution](#)

2154.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[warner1129's solution](#)

2155.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[warner1129's solution](#)

2156.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers
[warner1129's solution](#)

2157.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

2158.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[warner1129's solution](#)

2159.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[warner1129's solution](#)

2160.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2023-09-06 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[warner1129's solution](#)

2161.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[warner1129's solution](#)

2162.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[warner1129's solution](#)

2163.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[warner1129's solution](#)

2164.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation
[warner1129's solution](#)

2165.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation
[warner1129's solution](#)

2166.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[warner1129's solution](#)

2167.

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[warner1129's solution](#)

2168.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[warner1129's solution](#)

2169.

877F

[Ann and Books · Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[warner1129's solution](#)

2170.

1780F

[Three Chairs · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[warner1129's solution](#)

2171.

1783E

[Game of the Year · Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[warner1129's solution](#)

2172.

1743F

[Intersection and Union · Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[warner1129's solution](#)

2173.

1628C

[Grid Xor · Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[warner1129's solution](#)

2174.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

2175.

203E

[Transportation · Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[warner1129's solution](#)

2176.

1070J

[Streets and Avenues in Berhattan · Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[warner1129's solution](#)

2177.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[warner1129's solution](#)

2178.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[warner1129's solution](#)

2179.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[warner1129's solution](#)

2180.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[warner1129's solution](#)

2181.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[warner1129's solution](#)

2182.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[warner1129's solution](#)

2183.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[warner1129's solution](#)

2184.

1602E

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

Rating: 2300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[warner1129's solution](#)

2185.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[warner1129's solution](#)

2186.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[warner1129's solution](#)

2187.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[warner1129's solution](#)

2188.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

2189.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[warner1129's solution](#)

2190.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[warner1129's solution](#)

2191.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2192.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[warner1129's solution](#)

2193.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[warner1129's solution](#)

2194.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, trees

[warner1129's solution](#)

2195.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-17 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[warner1129's solution](#)

2196.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[warner1129's solution](#)

2197.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[warner1129's solution](#)

2198.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[warner1129's solution](#)

2199.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[warner1129's solution](#)

2200.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[warner1129's solution](#)

2201.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[warner1129's solution](#)

2202.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[warner1129's solution](#)

2203.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[warner1129's solution](#)

2204.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[warner1129's solution](#)

2205.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[warner1129's solution](#)

2206.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[warner1129's solution](#)

2207.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[warner1129's solution](#)

2208.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[warner1129's solution](#)

2209.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[warner1129's solution](#)

2210.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[warner1129's solution](#)

2211.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[warner1129's solution](#)

2212.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[warner1129's solution](#)

2213.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[warner1129's solution](#)

2214.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[warner1129's solution](#)

2215.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2216.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

2217.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[warner1129's solution](#)

2218.

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

[warner1129's solution](#)

2219.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[warner1129's solution](#)

2220.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[warner1129's solution](#)

2221.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[warner1129's solution](#)

2222.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[warner1129's solution](#)

2223.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[warner1129's solution](#)

2224.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[warner1129's solution](#)

2225.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[warner1129's solution](#)

2226.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[warner1129's solution](#)

2227.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[warner1129's solution](#)

2228.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[warner1129's solution](#)

2229.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[warner1129's solution](#)

2230.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[warner1129's solution](#)

2231.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[warner1129's solution](#)

2232.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[warner1129's solution](#)

2233.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

2234.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[warner1129's solution](#)

2235.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[warner1129's solution](#)

2236.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[warner1129's solution](#)

2237.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[warner1129's solution](#)

2238.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2239.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-02-10 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[warner1129's solution](#)

2240.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

2241.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[warner1129's solution](#)

2242.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[warner1129's solution](#)

2243.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2244.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[warner1129's solution](#)

2245.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[warner1129's solution](#)

2246.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-07-21 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[warner1129's solution](#)

2247.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[warner1129's solution](#)

2248.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[warner1129's solution](#)

2249.

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

[warner1129's solution](#)

2250.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[warner1129's solution](#)

2251.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[warner1129's solution](#)

2252.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[warner1129's solution](#)

2253.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[warner1129's solution](#)

2254.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[warner1129's solution](#)

2255.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[warner1129's solution](#)

2256.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[warner1129's solution](#)

2257.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

2258.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[warner1129's solution](#)

2259.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[warner1129's solution](#)

2260.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[warner1129's solution](#)

2261.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[warner1129's solution](#)

2262.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[warner1129's solution](#)

2263.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[warner1129's solution](#)

2264.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[warner1129's solution](#)

2265.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[warner1129's solution](#)

2266.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[warner1129's solution](#)

2267.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[warner1129's solution](#)

2268.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[warner1129's solution](#)

2269.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[warner1129's solution](#)

2270.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[warner1129's solution](#)

2271.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-06-30 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[warner1129's solution](#)

2272.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[warner1129's solution](#)

2273.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[warner1129's solution](#)

2274.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[warner1129's solution](#)

2275.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[warner1129's solution](#)

2276.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[warner1129's solution](#)

2277.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[warner1129's solution](#)

2278.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[warner1129's solution](#)

2279.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[warner1129's solution](#)

2280.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[warner1129's solution](#)

2281.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[warner1129's solution](#)

2282.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[warner1129's solution](#)

2283.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[warner1129's solution](#)

2284.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[warner1129's solution](#)

2285.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[warner1129's solution](#)

2286.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[warner1129's solution](#)

2287.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[warner1129's solution](#)

2288.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[warner1129's solution](#)

2289.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[warner1129's solution](#)

2290.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[warner1129's solution](#)

2291.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[warner1129's solution](#)

2292.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[warner1129's solution](#)

2293.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[warner1129's solution](#)

2294.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[warner1129's solution](#)

2295.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[warner1129's solution](#)

2296.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[warner1129's solution](#)

2297.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[warner1129's solution](#)

2298.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[warner1129's solution](#)

2299.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[warner1129's solution](#)

2300.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[warner1129's solution](#)

2301.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

2302.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[warner1129's solution](#)

2303.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[warner1129's solution](#)

2304.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[warner1129's solution](#)

2305.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[warner1129's solution](#)

2306.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[warner1129's solution](#)

2307.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[warner1129's solution](#)

2308.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[warner1129's solution](#)

2309.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[warner1129's solution](#)

2310.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[warner1129's solution](#)

2311.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[warner1129's solution](#)

2312.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[warner1129's solution](#)

2313.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

2314.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[warner1129's solution](#)

2315.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[warner1129's solution](#)

2316.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[warner1129's solution](#)

2317.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[warner1129's solution](#)

2318.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[warner1129's solution](#)

2319.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[warner1129's solution](#)

2320.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[warner1129's solution](#)

2321.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[warner1129's solution](#)

2322.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[warner1129's solution](#)

2323.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[warner1129's solution](#)

2324.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[warner1129's solution](#)

2325.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[warner1129's solution](#)

2326.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[warner1129's solution](#)

2327.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[warner1129's solution](#)

2328.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[warner1129's solution](#)

2329.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[warner1129's solution](#)

2330.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[warner1129's solution](#)

2331.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[warner1129's solution](#)

2332.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[warner1129's solution](#)

2333.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[warner1129's solution](#)

2334.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy

[warner1129's solution](#)

2335.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[warner1129's solution](#)

2336.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[warner1129's solution](#)

2337.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[warner1129's solution](#)

2338.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[warner1129's solution](#)

2339.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[warner1129's solution](#)

2340.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[warner1129's solution](#)

2341.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[warner1129's solution](#)

2342.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2024-05-28 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[warner1129's solution](#)

2343.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[warner1129's solution](#)

2344.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[warner1129's solution](#)

2345.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[warner1129's solution](#)

2346.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[warner1129's solution](#)

2347.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[warner1129's solution](#)

2348.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[warner1129's solution](#)

2349.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[warner1129's solution](#)

2350.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[warner1129's solution](#)

2351.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[warner1129's solution](#)

2352.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu

[warner1129's solution](#)

2353.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[warner1129's solution](#)

2354.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[warner1129's solution](#)

2355.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[warner1129's solution](#)

2356.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[warner1129's solution](#)

2357.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[warner1129's solution](#)

2358.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[warner1129's solution](#)

2359.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers
[warner1129's solution](#)

2360.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[warner1129's solution](#)

2361.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[warner1129's solution](#)

2362.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[warner1129's solution](#)

2363.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-02-08 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[warner1129's solution](#)

2364.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory
[warner1129's solution](#)

2365.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[warner1129's solution](#)

2366.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[warner1129's solution](#)

2367.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[warner1129's solution](#)

2368.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[warner1129's solution](#)

2369.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[warner1129's solution](#)

2370.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2371.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2372.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[warner1129's solution](#)

2373.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[warner1129's solution](#)

2374.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[warner1129's solution](#)

2375.

1903D2

[Maximum And Queries \(hard version\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[warner1129's solution](#)

2376.

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[warner1129's solution](#)

2377.

1906L

[Palindromic Parentheses · Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

2378.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[warner1129's solution](#)

2379.

1891E

[Brukhovich and Exams · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[warner1129's solution](#)

2380.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[warner1129's solution](#)

2381.

1834F

[Typewriter · Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[warner1129's solution](#)

2382.

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[warner1129's solution](#)

2383.

1776I

[Spinach Pizza · Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[warner1129's solution](#)

2384.

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[warner1129's solution](#)

2385.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-07-21 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[warner1129's solution](#)

2386.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[warner1129's solution](#)

2387.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[warner1129's solution](#)

2388.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[warner1129's solution](#)

2389.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[warner1129's solution](#)

2390.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[warner1129's solution](#)

2391.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[warner1129's solution](#)

2392.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[warner1129's solution](#)

2393.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-13 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[warner1129's solution](#)

2394.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[warner1129's solution](#)

2395.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[warner1129's solution](#)

2396.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[warner1129's solution](#)

2397.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[warner1129's solution](#)

2398.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2399.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[warner1129's solution](#)

2400.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[warner1129's solution](#)

2401.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[warner1129's solution](#)

2402.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[warner1129's solution](#)

2403.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[warner1129's solution](#)

2404.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, trees, two pointers

[warner1129's solution](#)

2405.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[warner1129's solution](#)

2406.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

2407.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[warner1129's solution](#)

2408.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[warner1129's solution](#)

2409.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[warner1129's solution](#)

2410.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[warner1129's solution](#)

2411.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[warner1129's solution](#)

2412.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[warner1129's solution](#)

2413.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[warner1129's solution](#)

2414.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[warner1129's solution](#)

2415.

2107E

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

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[warner1129's solution](#)

2416.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[warner1129's solution](#)

2417.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[warner1129's solution](#)

2418.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[warner1129's solution](#)

2419.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-12-07 · last AC: 2025-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

2420.

2085F1

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

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

2421.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[warner1129's solution](#)

2422.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[warner1129's solution](#)

2423.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[warner1129's solution](#)

2424.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[warner1129's solution](#)

2425.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[warner1129's solution](#)

2426.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[warner1129's solution](#)

2427.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[warner1129's solution](#)

2428.

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[warner1129's solution](#)

2429.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[warner1129's solution](#)

2430.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[warner1129's solution](#)

2431.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[warner1129's solution](#)

2432.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[warner1129's solution](#)

2433.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[warner1129's solution](#)

2434.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[warner1129's solution](#)

2435.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[warner1129's solution](#)

2436.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[warner1129's solution](#)

2437.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[warner1129's solution](#)

2438.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[warner1129's solution](#)

2439.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[warner1129's solution](#)

2440.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[warner1129's solution](#)

2441.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[warner1129's solution](#)

2442.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[warner1129's solution](#)

2443.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[warner1129's solution](#)

2444.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[warner1129's solution](#)

2445.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[warner1129's solution](#)

2446.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[warner1129's solution](#)

2447.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-04-20 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

2448.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

2449.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[warner1129's solution](#)

2450.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[warner1129's solution](#)

2451.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[warner1129's solution](#)

2452.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees
[warner1129's solution](#)

2453.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[warner1129's solution](#)

2454.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[warner1129's solution](#)

2455.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[warner1129's solution](#)

2456.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[warner1129's solution](#)

2457.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[warner1129's solution](#)

2458.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[warner1129's solution](#)

2459.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[warner1129's solution](#)

2460.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer
[warner1129's solution](#)

2461.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[warner1129's solution](#)

2462.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
[warner1129's solution](#)

2463.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
[warner1129's solution](#)

2464.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[warner1129's solution](#)

2465.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2466.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[warner1129's solution](#)

2467.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[warner1129's solution](#)

2468.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[warner1129's solution](#)

2469.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[warner1129's solution](#)

2470.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[warner1129's solution](#)

2471.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[warner1129's solution](#)

2472.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[warner1129's solution](#)

2473.

1496F

[BFS Trees](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, shortest paths

[warner1129's solution](#)

2474.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[warner1129's solution](#)

2475.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[warner1129's solution](#)

2476.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[warner1129's solution](#)

2477.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[warner1129's solution](#)

2478.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[warner1129's solution](#)

2479.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[warner1129's solution](#)

2480.

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[warner1129's solution](#)

2481.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[warner1129's solution](#)

2482.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[warner1129's solution](#)

2483.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[warner1129's solution](#)

2484.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[warner1129's solution](#)

2485.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[warner1129's solution](#)

2486.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees
[warner1129's solution](#)

2487.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[warner1129's solution](#)

2488.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[warner1129's solution](#)

2489.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[warner1129's solution](#)

2490.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[warner1129's solution](#)

2491.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games
[warner1129's solution](#)

2492.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[warner1129's solution](#)

2493.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-09-19 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs
[warner1129's solution](#)

2494.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[warner1129's solution](#)

2495.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[warner1129's solution](#)

2496.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[warner1129's solution](#)

2497.

107E

[Darts](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2700 · first AC: 2024-08-03 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, probabilities

[warner1129's solution](#)

2498.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[warner1129's solution](#)

2499.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[warner1129's solution](#)

2500.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[warner1129's solution](#)

2501.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[warner1129's solution](#)

2502.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[warner1129's solution](#)

2503.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[warner1129's solution](#)

2504.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[warner1129's solution](#)

2505.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-11-02 · last AC: 2024-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[warner1129's solution](#)

2506.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[warner1129's solution](#)

2507.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[warner1129's solution](#)

2508.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-08-16 · last AC: 2024-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[warner1129's solution](#)

2509.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[warner1129's solution](#)

2510.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[warner1129's solution](#)

2511.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[warner1129's solution](#)

2512.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[warner1129's solution](#)

2513.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu
[warner1129's solution](#)

2514.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[warner1129's solution](#)

2515.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[warner1129's solution](#)

2516.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2024-01-20 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[warner1129's solution](#)

2517.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[warner1129's solution](#)

2518.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[warner1129's solution](#)

2519.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[warner1129's solution](#)

2520.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[warner1129's solution](#)

2521.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp
[warner1129's solution](#)

2522.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[warner1129's solution](#)

2523.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[warner1129's solution](#)

2524.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[warner1129's solution](#)

2525.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[warner1129's solution](#)

2526.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[warner1129's solution](#)

2527.

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[warner1129's solution](#)

2528.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[warner1129's solution](#)

2529.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[warner1129's solution](#)

2530.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive
[warner1129's solution](#)

2531.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[warner1129's solution](#)

2532.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-01-01 · last AC: 2025-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
[warner1129's solution](#)

2533.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[warner1129's solution](#)

2534.

2034F2

[Khayam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[warner1129's solution](#)

2535.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[warner1129's solution](#)

2536.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[warner1129's solution](#)

2537.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-02-06 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[warner1129's solution](#)

2538.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[warner1129's solution](#)

2539.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[warner1129's solution](#)

2540.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[warner1129's solution](#)

2541.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[warner1129's solution](#)

2542.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[warner1129's solution](#)

2543.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[warner1129's solution](#)

2544.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[warner1129's solution](#)

2545.

1686F

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

2546.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[warner1129's solution](#)

2547.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[warner1129's solution](#)

2548.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[warner1129's solution](#)

2549.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[warner1129's solution](#)

2550.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[warner1129's solution](#)

2551.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[warner1129's solution](#)

2552.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[warner1129's solution](#)

2553.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math,

number theory

[warner1129's solution](#)

2554.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[warner1129's solution](#)

2555.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[warner1129's solution](#)

2556.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[warner1129's solution](#)

2557.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-24 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[warner1129's solution](#)

2558.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[warner1129's solution](#)

2559.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[warner1129's solution](#)

2560.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[warner1129's solution](#)

2561.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[warner1129's solution](#)

2562.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[warner1129's solution](#)

2563.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, geometry, math

[warner1129's solution](#)

2564.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[warner1129's solution](#)

2565.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[warner1129's solution](#)

2566.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[warner1129's solution](#)

2567.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[warner1129's solution](#)

2568.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[warner1129's solution](#)

2569.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[warner1129's solution](#)

2570.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[warner1129's solution](#)

2571.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[warner1129's solution](#)

2572.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[warner1129's solution](#)

2573.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[warner1129's solution](#)

2574.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[warner1129's solution](#)

2575.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[warner1129's solution](#)

2576.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[warner1129's solution](#)

2577.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[warner1129's solution](#)

2578.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-11 · last AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[warner1129's solution](#)

2579.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-28 · last AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[warner1129's solution](#)

2580.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[warner1129's solution](#)

2581.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[warner1129's solution](#)

2582.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[warner1129's solution](#)

2583.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[warner1129's solution](#)

2584.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[warner1129's solution](#)

2585.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[warner1129's solution](#)

2586.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[warner1129's solution](#)

2587.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[warner1129's solution](#)

2588.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[warner1129's solution](#)

2589.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[warner1129's solution](#)

2590.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[warner1129's solution](#)

2591.

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2026-02-25 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[warner1129's solution](#)

2592.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[warner1129's solution](#)

2593.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[warner1129's solution](#)

2594.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[warner1129's solution](#)

2595.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[warner1129's solution](#)

2596.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[warner1129's solution](#)

2597.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[warner1129's solution](#)

2598.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[warner1129's solution](#)

2599.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[warner1129's solution](#)

2600.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[warner1129's solution](#)

2601.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2602.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2603.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2604.

106178B

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

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2605.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2606.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2607.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2608.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

2609.

106169I

[Cutting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2610.

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2611.

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2612.

106170I

[Mancala Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2613.

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2614.

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2615.

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2616.

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2617.

106169E

[Visualize This](#) · [Tutorial](#)

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

[warner1129's solution](#)

2618.

106169J

[Laser Balancing](#) · [Tutorial](#)

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

[warner1129's solution](#)

2619.

106169G

[Secret Words](#) · [Tutorial](#)

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

[warner1129's solution](#)

2620.

106169H

[Nested Loops](#) · [Tutorial](#)

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

[warner1129's solution](#)

2621.

106169D

[Treasure](#) · [Tutorial](#)

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

[warner1129's solution](#)

2622.

106169F

[Sign Entanglement](#) · [Tutorial](#)

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

[warner1129's solution](#)

2623.

106169C

[You can't just take and divide](#) · [Tutorial](#)

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

[warner1129's solution](#)

2624.

106169B

[Nostalgia](#) · [Tutorial](#)

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

[warner1129's solution](#)

2625.

106169A

[Borg Cube](#) · [Tutorial](#)

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

[warner1129's solution](#)

2626.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2627.

106144L

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2628.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2629.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2630.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2631.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2632.

106144G

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2633.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2634.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2635.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2636.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2637.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2638.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2639.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2640.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2641.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2642.

106164M

[Merticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2643.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2644.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2645.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2646.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2647.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2648.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2649.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2650.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2651.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2652.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2653.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2654.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2655.

106033D

[Disregard the Light](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2656.

106020K

[Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2657.

106020C

[GCD on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2658.

106020D

[Ascendio or Descendio](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2659.

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2660.

106084G

[Gamer Bafuko](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2661.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2662.

106020G

[Pretty Prime Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2663.

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2664.

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2665.

106020A

[Tree Labeling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2666.

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2667.

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2668.

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2669.

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

2670.

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

2671.

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2672.

104426D

[Bubble Sort !!?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2673.

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2674.

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2675.

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2676.

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2677.

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2678.

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2679.

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2680.

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2681.

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2682.

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2683.

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2684.

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2685.

106033H

[Harmony Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2686.

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2687.

106032B

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

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2688.

106032D

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

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2689.

106032G

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

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2690.

106032J

[Characters Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2691.

106032H

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Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2692.

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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2693.

106032L

[A Centroid Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2694.

106032E

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

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2695.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2696.

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2697.

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2698.

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

2699.

106033K

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

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2700.

106033F

[Fair Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2701.

106033M

[Minimax Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2702.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2703.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2704.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2705.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2706.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2707.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2708.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2709.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2710.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

2711.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2712.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2713.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2714.

106033E

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

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2715.

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2716.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2717.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2718.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2719.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2720.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2721.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2722.

105922I

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

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2723.

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2724.

105922H

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2725.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2726.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2727.

105922G

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

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2728.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2729.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2730.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2731.

105949E

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

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2732.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2733.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · last AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2734.

105949C

[Optimal Time](#) · [Tutorial](#)

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

[warner1129's solution](#)

2735.

105949K

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

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

[warner1129's solution](#)

2736.

105949A

[Minimum Product](#) · [Tutorial](#)

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

[warner1129's solution](#)

2737.

105949F

[Inversion Pairs](#) · [Tutorial](#)

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

[warner1129's solution](#)

2738.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

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

[warner1129's solution](#)

2739.

105949H

[Hututu](#) · [Tutorial](#)

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

[warner1129's solution](#)

2740.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

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

[warner1129's solution](#)

2741.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · last AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2742.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2743.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2744.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2745.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2746.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2747.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2748.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2749.

105465L

[LIS on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2750.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · last AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2751.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · last AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2752.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2753.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2754.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2755.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2756.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2757.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2758.

105465B

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

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2759.

105838M

[Dye Your Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2760.

105838F

[Boki-chan Who Dislikes Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2761.

105838I

[We Must Be Together No Matter How Far](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2762.

105838E

[Creative Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2763.

105838J

[Skill Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2764.

105838L

[Greedy World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2765.

105838G

[Who Likes Mathematics is not Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2766.

105838A

[A New Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2767.

105838H

[Defense Deployment](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2768.

105838C

[Cowardly Lizard IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[warner1129's solution](#)

2769.

105838K

[ruskal's Reconstruction Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2770.

105838D

[Cowardly Lizard V](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2771.

105838B

[Lunch!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2772.

104508A

[Area in Convex](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · last AC: 2025-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

2773.

105811E

[Cable Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2774.

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · last AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2775.

105811C

[Balloon Fiesta](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2776.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2777.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2778.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2779.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2780.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2781.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2782.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2783.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2784.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2785.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2786.

105755E

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

Rating: — · first AC: 2025-04-23 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2787.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2788.

105755K

[Killer Cows](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2789.

105755D

[Drowsy Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2790.

105755H

[Heaps of Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2791.

105755I

[In the News](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2792.

105755C

[Count Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2793.

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2794.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2795.

105755G

[Grids of Grids](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2796.

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2797.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2798.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2799.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2800.

105833I

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

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2801.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2802.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2803.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2804.

105833A

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

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2805.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2806.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2807.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2808.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2809.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2810.

105698C

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

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2811.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2812.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2813.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2814.

105789G

[Game of Pieces](#) · Tutorial

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2815.

105789D

[Dangerous City](#) · Tutorial

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2816.

105789A

[Ananna](#) · Tutorial

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2817.

105789L

[LED Counter](#) · Tutorial

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2818.

105789C

[Coatless in Yakutsk](#) · Tutorial

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2819.

105698J

[Jenga Tower](#) · Tutorial

Rating: — · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2820.

105698E

[Extra Character](#) · Tutorial

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2821.

105698L

[LIS on Tree](#) · Tutorial

Rating: — · first AC: 2025-03-12 · last AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2822.

105698A

[actGenshinImp](#) · Tutorial

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2823.

105698D

[Depth of Cartesian Tree](#) · Tutorial

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2824.

105698K

[Kaz's Party](#) · Tutorial

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2825.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2826.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2827.

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2828.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2829.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2830.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2831.

105677G

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

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2832.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2833.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2834.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2835.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · last AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2836.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2837.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2838.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2839.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2840.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2841.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2842.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2843.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2844.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2845.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2846.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2847.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2848.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2849.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2850.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2851.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2852.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2853.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2854.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2855.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2856.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2857.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2858.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2859.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2860.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2861.

105168F

[Double Holding](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2862.

105168E

[Cyber Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2863.

105168B

[Solo Leveling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2864.

105168H

[Seeking Allies](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2865.

105168I

[Aeroplane Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2866.

105168G

[Color Contagion](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2867.

105168C

[Chain Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2868.

105168J

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

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2869.

105168K

[Uniform Dispersion](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2870.

105168L

[Terabyte Connection](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2871.

105168D

[XOR Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2872.

105168A

[Crazy Yesterday](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2873.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2874.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2875.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2876.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2877.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2878.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2879.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2880.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2881.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2882.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2883.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2884.

105562A

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

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2885.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2886.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2887.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2888.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2889.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2890.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2891.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2892.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2893.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2894.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2895.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2896.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2897.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2898.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2899.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2900.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2901.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2902.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2903.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2904.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2905.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2906.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2907.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2908.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2909.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2910.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2911.

105444G

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

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2912.

105444M

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

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2913.

105276I

[Ideal Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2914.

105276B

[Binary Bracket](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2915.

105276C

[Cross Across the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2916.

105276K

[Keep Them Stacked](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2917.

105276A

[Always Right](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2918.

105276E

[Enthusiast of Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2919.

105276G

[GPT Intrusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2920.

105437A

[Cutting into Parts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2921.

105427E

[Electronic Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2922.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2923.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2924.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2925.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2926.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2927.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2928.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2929.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2930.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2931.

105394B

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

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2932.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2933.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2934.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2935.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2936.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2937.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2938.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2939.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2940.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2941.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2942.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2943.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2944.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2945.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2946.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2947.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2948.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2949.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2950.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2951.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2952.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2953.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2954.

105307B

[Emma and the Pixie dust](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2955.

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2956.

105307D

[Animal Circus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2957.

105307F

[Portal Maintenance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2958.

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2959.

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2960.

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2961.

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2962.

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2963.

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2964.

105223G

[Subsubsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2965.

105223J

[Only Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2966.

105223D

[Coconuting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[warner1129's solution](#)

2967.

105223E

[Lazy Fouad](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2968.

105223K

[Water Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2969.

105223C

[Bit And Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2970.

105223N

[Larger but smaller!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2971.

105223H

[Game with wife](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2972.

105223I

[Fofo Loves Bitset](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2973.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2974.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2975.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2976.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2977.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2978.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2979.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2980.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2981.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2982.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2983.

104059C

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2984.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2985.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2986.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2987.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2988.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2989.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

2990.

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2991.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2992.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2993.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2994.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2995.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2996.

104670H

[Hiring Help](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2997.

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2998.

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

2999.

104670D

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

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3000.

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3001.

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3002.

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3003.

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3004.

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3005.

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3006.

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3007.

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3008.

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3009.

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3010.

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3011.

104990E

[Enchanted Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3012.

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3013.

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3014.

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3015.

105012G

[GCD Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3016.

105012E

[Ezra and Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3017.

105012J

[Jovial Jaunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3018.

105012K

[Kickball](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3019.

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3020.

105012I

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

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3021.

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3022.

105012H

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

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3023.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3024.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3025.

100502J

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3026.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3027.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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3028.

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3144.

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3145.

104854E

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3146.

104854B

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3147.

104854H

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3148.

104854J

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3149.

104854G

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3150.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3151.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3152.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3153.

101201K

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Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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3154.

101201J

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3155.

104252G

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3156.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3157.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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3158.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3159.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3160.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3161.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3162.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3163.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3164.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3165.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3166.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3167.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3168.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3169.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3170.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3171.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3172.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3173.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3174.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3175.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3176.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3177.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3178.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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3179.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3180.

103446M

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

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3181.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3182.

103446B

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

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3183.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3184.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3185.

103446D

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

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3186.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3187.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3188.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3189.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3190.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3191.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3192.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3193.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3194.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3195.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3196.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3197.

104460G

[Paper-cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3198.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3199.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3200.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3201.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3202.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3203.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3204.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3205.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3206.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3207.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3208.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3209.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3210.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3211.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3212.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3213.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3214.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3215.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3216.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3217.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3218.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3219.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3220.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3221.

101611F

[Fake or Leak? · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3222.

101611D

[Decoding of Varints · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3223.

101611H

[Hilarious Cooking · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3224.

101611G

[God of Winds · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3225.

101611A

[Advertising Strategy · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3226.

101611C

[Carpet · Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3227.

104197C

[Count Hamiltonian Cycles · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3228.

104197G

[Graph Problem With Small \\$\\$\\$ · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3229.

104197B

[Binary Arrays and Sliding Sums · Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3230.

104197J

[Jewel of Data Structure Problems · Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3231.

104197K

[King of Swapping · Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3232.

104197F

[F** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3233.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3234.

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3235.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3236.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3237.

105231E

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

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3238.

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3239.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3240.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3241.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3242.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3243.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3244.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3245.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3246.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3247.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3248.

105229F

[Tanya](#)

Rating: — · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3249.

105229K

[Qobal](#)

Rating: — · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3250.

105229D

[Tanya](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3251.

105229I

[Qobal](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3252.

105229G

[Qobal](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3253.

105229M

[Qobal](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3254.

105229J

[gTetrip^R](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3255.

105229A

[eãTprQ-Üetp'h h<~ßçj](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3256.

105229E

[eãTprQ-Nöeå](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3257.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3258.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3259.

105143M

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3271.

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105222G

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105222I

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105222E

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Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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3278.

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Rating: — · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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105170F

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3291.

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3300.

105184H

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3304.

105184J

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3305.

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3307.

105184K

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3308.

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3309.

105158C

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3310.

105158D

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3311.

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3326.

105173G

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3327.

105173L

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3328.

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3334.

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3337.

104772H

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3338.

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3339.

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104871H

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101612H

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3375.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3376.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3377.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3378.

101612L

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3379.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3380.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3381.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3382.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[warner1129's solution](#)

3383.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[warner1129's solution](#)

3384.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[warner1129's solution](#)

3385.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[warner1129's solution](#)

3386.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
[warner1129's solution](#)

3387.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[warner1129's solution](#)

3388.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[warner1129's solution](#)

3389.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3390.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3391.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3392.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3393.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[warner1129's solution](#)

3394.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: —
[warner1129's solution](#)

3395.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

3396.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3397.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3398.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3399.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3400.

104128I

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

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3401.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3402.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3403.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3404.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3405.

104945B

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3406.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3407.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3408.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3409.

104945F

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3410.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3411.

103256G

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3412.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3413.

103256F

[Moss Growing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3414.

103256E1

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3415.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3416.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3417.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3418.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3419.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3420.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3421.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3422.

104596H

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

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3423.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3424.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3425.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3426.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3427.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3428.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3429.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3430.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3431.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3432.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3433.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3434.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3435.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3436.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3437.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3438.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3439.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3440.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3441.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3442.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3443.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3444.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3445.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3446.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3447.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3448.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3449.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3450.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3451.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3452.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3453.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3454.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3455.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3456.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3457.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3458.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3459.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3460.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3461.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3462.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3463.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3464.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3465.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3466.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3467.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3468.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3469.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3470.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3471.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3472.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3473.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3474.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3475.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3476.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3477.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3478.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3479.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3480.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3481.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3482.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3483.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3484.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3485.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3486.

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3487.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3488.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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3489.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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3490.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3491.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3492.

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3493.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3494.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3495.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3496.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3497.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3498.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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3499.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3500.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3501.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3502.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3503.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3504.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3505.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3506.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3507.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3508.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3509.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3510.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3511.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3512.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3513.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3514.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3515.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3516.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3517.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3518.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3519.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3520.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3521.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3522.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3523.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3524.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3525.

101630A

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

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3526.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3527.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3528.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3529.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3530.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3531.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3532.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3533.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3534.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3535.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3536.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3537.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3538.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3539.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3540.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3541.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3542.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3543.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3544.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3545.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3546.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3547.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3548.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3549.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3550.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3551.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3552.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3553.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3554.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3555.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3556.

104790H

[Hidden Art](#) · [Tutorial](#)

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

[warner1129's solution](#)

3557.

104790K

[King of the Hill](#) · [Tutorial](#)

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

[warner1129's solution](#)

3558.

104790E

[Exam Study Planning](#) · [Tutorial](#)

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

[warner1129's solution](#)

3559.

104790C

[Compressing Commands](#) · [Tutorial](#)

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

[warner1129's solution](#)

3560.

104790G

[Geometry Game](#) · [Tutorial](#)

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

[warner1129's solution](#)

3561.

104790J

[Jungle Job](#) · [Tutorial](#)

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

[warner1129's solution](#)

3562.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3563.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3564.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3565.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3566.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3567.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3568.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3569.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3570.

102001J

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

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3571.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3572.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3573.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3574.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3575.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3576.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3577.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3578.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3579.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3580.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3581.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3582.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3583.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3584.

104021N

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

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3585.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3586.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3587.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3588.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3589.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3590.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3591.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3592.

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3593.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3594.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3595.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3596.

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3597.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3598.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3599.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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3600.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3601.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3602.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3603.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3604.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3605.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3606.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3607.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3608.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3609.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3610.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3611.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3612.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3613.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3614.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3615.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3616.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3617.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3618.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3619.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3620.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3621.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3622.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3623.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3624.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3625.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3626.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3627.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3628.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3629.

104493J

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

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3630.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3631.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3632.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3633.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3634.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3635.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3636.

101572D

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

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

[warner1129's solution](#)

3637.

101572A

[Airport Coffee](#) · [Tutorial](#)

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

[warner1129's solution](#)

3638.

101572C

[Compass Card Sales](#) · [Tutorial](#)

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

[warner1129's solution](#)

3639.

101572K

[Kayaking Trip](#) · [Tutorial](#)

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

[warner1129's solution](#)

3640.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

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

[warner1129's solution](#)

3641.

101572I

[Import Spaghetti](#) · [Tutorial](#)

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

[warner1129's solution](#)

3642.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

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

[warner1129's solution](#)

3643.

101572B

[Best Relay Team](#) · [Tutorial](#)

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

[warner1129's solution](#)

3644.

101572J

[Judging Moose](#) · [Tutorial](#)

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

[warner1129's solution](#)

3645.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3646.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3647.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3648.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3649.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3650.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3651.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3652.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3653.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3654.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3655.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3656.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3657.

104012E

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

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3658.

104012B

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

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3659.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3660.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3661.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3662.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3663.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3664.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3665.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3666.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3667.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3668.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3669.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3670.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3671.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3672.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3673.

103328D

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

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3674.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3675.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3676.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3677.

104619I

[Introversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3678.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3679.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3680.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3681.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3682.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3683.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3684.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3685.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3686.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3687.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3688.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3689.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3690.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3691.

104536D

[Make Them Equal](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3692.

104536G

[Count the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3693.

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3694.

104536F

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

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3695.

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3696.

104536C

[Maximum GCD Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3697.

104536A

[XOR Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3698.

104536B

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

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3699.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3700.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3701.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3702.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3703.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3704.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3705.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3706.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3707.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3708.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3709.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3710.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3711.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3712.

101353F

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

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3713.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3714.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3715.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3716.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3717.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3718.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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3719.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3720.

104020K

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

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3721.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3722.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3723.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3724.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3725.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3726.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3727.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3728.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3729.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3730.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3731.

103990D

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

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3732.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3733.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3734.

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3735.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3736.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3737.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3738.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3739.

104393D

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

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3740.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3741.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3742.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3743.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3744.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3745.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3746.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3747.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3748.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3749.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3750.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3751.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3752.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3753.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3754.

104466H

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

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3755.

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3756.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3757.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3758.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3759.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3760.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3761.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3762.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3763.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3764.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3765.

104508K

[Known Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3766.

104508M

[More Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3767.

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3768.

104508D

[Decision Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3769.

104508B

[Bogosort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3770.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3771.

104508C

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

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3772.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3773.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3774.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3775.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3776.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3777.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3778.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3779.

101615I

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

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3780.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3781.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3782.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3783.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3784.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3785.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3786.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3787.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3788.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3789.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3790.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3791.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3792.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3793.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3794.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3795.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3796.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3797.

101370F

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

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3798.

101617B

[Exciting Finish!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3799.

101617C

[Flipping Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3800.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3801.

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3802.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

3803.

101617E

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

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3804.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3805.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3806.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3807.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3808.

101617I

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

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3809.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3810.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3811.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3812.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3813.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3814.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3815.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3816.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3817.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3818.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3819.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3820.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3821.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3822.

104285G

[Genetic Sequence Searching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3823.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3824.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3825.

104257A

[Acceptable Answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3826.

103081K

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

Rating: — · first AC: 2023-07-17 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3827.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3828.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3829.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3830.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3831.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3832.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3833.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3834.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3835.

104172D

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

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3836.

104172L

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

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3837.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3838.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3839.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3840.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3841.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3842.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3843.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3844.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3845.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3846.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3847.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3848.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3849.

102861N

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3850.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3851.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3852.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3853.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3854.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3855.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3856.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3857.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3858.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3859.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3860.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3861.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3862.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3863.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3864.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3865.

101623K

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

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3866.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3867.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3868.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3869.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3870.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3871.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3872.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3873.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3874.

104064G

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

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3875.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3876.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3877.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3878.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3879.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3880.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3881.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3882.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3883.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3884.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3885.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3886.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3887.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3888.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3889.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3890.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3891.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3892.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3893.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3894.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3895.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3896.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3897.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3898.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3899.

103960D

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

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3900.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3901.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3902.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3903.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3904.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3905.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3906.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3907.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: —

[warner1129's solution](#)

3908.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3909.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3910.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3911.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3912.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3913.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3914.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3915.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3916.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3917.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3918.

103637F

[Function analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3919.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3920.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3921.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3922.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3923.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3924.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3925.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3926.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3927.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3928.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

3929.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3930.

103428B

[Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3931.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3932.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3933.

102569C

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

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3934.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3935.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3936.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3937.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3938.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3939.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3940.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3941.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3942.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3943.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3944.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · last AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3945.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · last AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3946.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3947.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3948.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3949.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3950.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3951.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3952.

102433C

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

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3953.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3954.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3955.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3956.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3957.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3958.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3959.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3960.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3961.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3962.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3963.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3964.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3965.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3966.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3967.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3968.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3969.

101667H

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

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3970.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3971.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3972.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3973.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3974.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3975.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3976.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3977.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3978.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[warner1129's solution](#)

3979.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3980.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3981.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3982.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3983.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3984.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3985.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3986.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3987.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3988.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3989.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3990.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3991.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3992.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3993.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[warner1129's solution](#)

3994.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3995.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3996.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3997.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3998.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

3999.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4000.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4001.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4002.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4003.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4004.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4005.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4006.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4007.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4008.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4009.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4010.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4011.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4012.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4013.

104097G

[^x•Kex\[W \(Number\)](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4014.

104097D

[\~v..•Jb2 \(Game\)](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4015.

104097B

[fôr Trivial v..~Lvî \(Quãdrival\)](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4016.

104097I

[\[P-ÆT·TÖE\(S\)](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4017.

101341J

[Catch the Monster](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4018.

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4019.

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4020.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4021.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4022.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4023.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4024.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4025.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4026.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4027.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4028.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4029.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4030.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4031.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4032.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4033.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4034.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4035.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4036.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4037.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4038.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4039.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4040.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4041.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4042.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4043.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4044.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4045.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4046.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4047.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4048.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4049.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4050.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4051.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4052.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4053.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4054.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4055.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4056.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4057.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4058.

100801C

[Concatenation · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4059.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4060.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4061.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4062.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4063.

100801A

[Alex Origami Squares · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4064.

100956B

[Lines · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4065.

100956I

[Set Intersection · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4066.

100956K

[Two Strings · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4067.

100956J

[Sort It! · Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4068.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4069.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4070.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4071.

102896G

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

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4072.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4073.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4074.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4075.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4076.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4077.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4078.

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4079.

101808L

[V--o\\$! \\$o--V](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4080.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4081.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4082.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4083.

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4084.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4085.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4086.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4087.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4088.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4089.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4090.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4091.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4092.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4093.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4094.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4095.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4096.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4097.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4098.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4099.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4100.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4101.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4102.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4103.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4104.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4105.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4106.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4107.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4108.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4109.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4110.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4111.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4112.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4113.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4114.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4115.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4116.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4117.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4118.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4119.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4120.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4121.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4122.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4123.

101512F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4124.

101512D

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

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4125.

101512I

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

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4126.

101512C

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

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4127.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4128.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4129.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4130.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4131.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4132.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4133.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4134.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4135.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4136.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4137.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4138.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4139.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4140.

103495H

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

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4141.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4142.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4143.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[warner1129's solution](#)

4144.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4145.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4146.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4147.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4148.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4149.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4150.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4151.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4152.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4153.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[warner1129's solution](#)

4154.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-08-05 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[warner1129's solution](#)

4155.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-08-05 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp,

math

[warner1129's solution](#)

4156.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[warner1129's solution](#)

4157.

1662G

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

Quality: 562 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[warner1129's solution](#)

4158.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[warner1129's solution](#)

4159.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[warner1129's solution](#)

4160.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[warner1129's solution](#)

4161.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[warner1129's solution](#)

4162.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[warner1129's solution](#)

4163.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[warner1129's solution](#)

4164.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4165.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[warner1129's solution](#)

4166.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4167.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4168.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4169.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4170.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4171.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4172.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4173.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4174.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[warner1129's solution](#)

4175.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

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4186.

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4189.

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4190.

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4197.

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4203.

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4204.

102835B

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4205.

102835M

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4206.

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4207.

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4208.

101196F

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4209.

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4211.

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4212.

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4213.

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4214.

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4215.

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4216.

102082A

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4217.

102920H

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4218.

102920E

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4219.

102920G

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4220.

102920C

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4221.

102920J

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4223.

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4224.

101147B

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4225.

101147J

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4226.

101147G

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4227.

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4228.

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4229.

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4230.

101147D

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