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Unique solved — wishgoodluck

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

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Filters: none

Count: 1,815

- 1.**
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- 5.**
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1992B
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1992A
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1934A
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10.

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13.

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1821A

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16.

1978B

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17.

1946A

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18.

1832A

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19.

1985A

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20.

1985B

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21.

1980B

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22.

1980A

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23.

1841A

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24.

1968B

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25.

1968A

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26.

1956B

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27.

1956A

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28.

1886A

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29.

1895A

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1895B

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31.

1901A

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32.

1928A

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33.

1902A

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34.

1913A

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35.

1922A

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36.

1838A

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37.

1839A

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38.

1837A

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39.

1810B

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40.

1810A

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41.

1776A

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42.

1774A

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43.

1767B

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44.

1767A

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45.

1762A

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46.

1766A

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47.

1765B

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48.

1748A

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49.

1743B

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50.

1743A

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51.

1736A

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52.

1733A

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53.

1549B

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54.

1549A

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55.

1717A

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56.

1715A

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57.

1557A

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58.

1720B

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59.

1562A

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60.

1719B

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61.

1719A

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62.

1712B

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[wishgoodluck's solution](#)

63.

1712A

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64.

1567A

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65.

1573A

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66.

1569A

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67.

1574A

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68.

1713A

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69.

1704A

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70.

1602A

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71.

1711A

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72.

1480A

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73.

1705A

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74.

1699A

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75.

1684B

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76.

1684A

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77.

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78.

1692C

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79.

1692B

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80.

1692A

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81.

1694A

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82.

1695A

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83.

1698B

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84.

1698A

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85.

1700A

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86.

1696A

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87.

1686B

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88.

1686A

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

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89.

1681B

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90.

1681A

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91.

1680B

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92.

1680A

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93.

1671A

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94.

1678B1

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95.

1678A

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96.

1535A

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97.

1669C

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99.

1669A

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100.

1670A

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101.

1674A

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102.

1673A

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103.

1672B

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104.

1672A

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1668A

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106.

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107.

1612A

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108.

1592A

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1598A

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110.

1661A

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1665A

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1594A

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114.

1607A

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115.

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117.

1658B

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118.

1658A

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1656A

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1651B

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1624A

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1618B

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4A

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184.

1697B

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187.

1535B

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196.

1650B

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197.

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198.

1613A

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199.

1617B

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200.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,951 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wishgoodluck's solution](#)

201.

2039B

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

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

202.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[wishgoodluck's solution](#)

203.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

204.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[wishgoodluck's solution](#)

205.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,111 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

206.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wishgoodluck's solution](#)

207.

1968C

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

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[wishgoodluck's solution](#)

208.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,269 global accepts · Rating: 1000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: strings
[wishgoodluck's solution](#)

209.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wishgoodluck's solution](#)

210.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wishgoodluck's solution](#)

211.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,894 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[wishgoodluck's solution](#)

212.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[wishgoodluck's solution](#)

213.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[wishgoodluck's solution](#)

214.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wishgoodluck's solution](#)

215.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,943 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[wishgoodluck's solution](#)

216.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wishgoodluck's solution](#)

217.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[wishgoodluck's solution](#)

218.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,925 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[wishgoodluck's solution](#)

219.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[wishgoodluck's solution](#)

220.

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[wishgoodluck's solution](#)

221.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wishgoodluck's solution](#)

222.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wishgoodluck's solution](#)

223.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[wishgoodluck's solution](#)

224.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wishgoodluck's solution](#)

225.

1589B

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

Rating: 1000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

226.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1000 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[wishgoodluck's solution](#)

227.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[wishgoodluck's solution](#)

228.

1632B

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

Quality: 31,542 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[wishgoodluck's solution](#)

229.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[wishgoodluck's solution](#)

230.

1614B

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

Quality: 29,038 global accepts · Rating: 1000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[wishgoodluck's solution](#)

231.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[wishgoodluck's solution](#)

232.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[wishgoodluck's solution](#)

233.

2043B

[Digits](#) · [Tutorial](#)

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

234.

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wishgoodluck's solution](#)

235.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 1100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[wishgoodluck's solution](#)

236.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[wishgoodluck's solution](#)

237.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,502 global accepts · Rating: 1100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings, two pointers
[wishgoodluck's solution](#)

238.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[wishgoodluck's solution](#)

239.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[wishgoodluck's solution](#)

240.

1838B

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

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

241.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[wishgoodluck's solution](#)

242.

1791G1

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

Quality: 33,924 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wishgoodluck's solution](#)

243.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[wishgoodluck's solution](#)

244.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[wishgoodluck's solution](#)

245.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wishgoodluck's solution](#)

246.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wishgoodluck's solution](#)

247.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[wishgoodluck's solution](#)

248.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[wishgoodluck's solution](#)

249.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wishgoodluck's solution](#)

250.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[wishgoodluck's solution](#)

251.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[wishgoodluck's solution](#)

252.

1686C

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

Rating: 1100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[wishgoodluck's solution](#)

253.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,621 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[wishgoodluck's solution](#)

254.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wishgoodluck's solution](#)

255.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wishgoodluck's solution](#)

256.

1673B

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

Quality: 21,779 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[wishgoodluck's solution](#)

257.

1672C

[Unequal Array · Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[wishgoodluck's solution](#)

258.

1594B

[Special Numbers · Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[wishgoodluck's solution](#)

259.

1604B

[XOR Specia-LIS-t · Tutorial](#)

Quality: 16,335 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

260.

1606B

[Update Files · Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[wishgoodluck's solution](#)

261.

1656B

[Subtract Operation · Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[wishgoodluck's solution](#)

262.

1509B

[TMT Document · Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

263.

1099B

[Squares and Segments · Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[wishgoodluck's solution](#)

264.

1633C

[Kill the Monster · Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[wishgoodluck's solution](#)

265.

1631B

[Fun with Even Subarrays · Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[wishgoodluck's solution](#)

266.

1625B

[Elementary Particles · Tutorial](#)

Quality: 16,859 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[wishgoodluck's solution](#)

267.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[wishgoodluck's solution](#)

268.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[wishgoodluck's solution](#)

269.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[wishgoodluck's solution](#)

270.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[wishgoodluck's solution](#)

271.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[wishgoodluck's solution](#)

272.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[wishgoodluck's solution](#)

273.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[wishgoodluck's solution](#)

274.

2039C1

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

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

275.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[wishgoodluck's solution](#)

276.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[wishgoodluck's solution](#)

277.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[wishgoodluck's solution](#)

278.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[wishgoodluck's solution](#)

279.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[wishgoodluck's solution](#)

280.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[wishgoodluck's solution](#)

281.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math
[wishgoodluck's solution](#)

282.

1928B

[Equalize](#) · [Tutorial](#)

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

283.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[wishgoodluck's solution](#)

284.

1808B

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

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[wishgoodluck's solution](#)

285.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[wishgoodluck's solution](#)

286.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[wishgoodluck's solution](#)

287.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[wishgoodluck's solution](#)

288.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[wishgoodluck's solution](#)

289.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,799 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[wishgoodluck's solution](#)

290.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,287 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[wishgoodluck's solution](#)

291.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[wishgoodluck's solution](#)

292.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[wishgoodluck's solution](#)

293.

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[wishgoodluck's solution](#)

294.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,392 global accepts · Rating: 1200 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[wishgoodluck's solution](#)

295.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[wishgoodluck's solution](#)

296.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[wishgoodluck's solution](#)

297.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[wishgoodluck's solution](#)

298.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[wishgoodluck's solution](#)

299.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[wishgoodluck's solution](#)

300.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,348 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[wishgoodluck's solution](#)

301.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[wishgoodluck's solution](#)

302.

1582C

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

Quality: 23,656 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[wishgoodluck's solution](#)

303.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[wishgoodluck's solution](#)

304.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wishgoodluck's solution](#)

305.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wishgoodluck's solution](#)

306.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[wishgoodluck's solution](#)

307.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[wishgoodluck's solution](#)

308.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wishgoodluck's solution](#)

309.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[wishgoodluck's solution](#)

310.

1635C

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Quality: 25,140 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[wishgoodluck's solution](#)

311.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[wishgoodluck's solution](#)

312.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wishgoodluck's solution](#)

313.

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

[wishgoodluck's solution](#)

314.

2033D

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

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[wishgoodluck's solution](#)

315.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[wishgoodluck's solution](#)

316.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[wishgoodluck's solution](#)

317.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[wishgoodluck's solution](#)

318.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,427 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

[wishgoodluck's solution](#)

319.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,481 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[wishgoodluck's solution](#)

320.

1902C

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Quality: 16,978 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[wishgoodluck's solution](#)

321.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[wishgoodluck's solution](#)

322.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[wishgoodluck's solution](#)

323.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[wishgoodluck's solution](#)

324.

1810C

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

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

[wishgoodluck's solution](#)

325.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[wishgoodluck's solution](#)

326.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[wishgoodluck's solution](#)

327.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[wishgoodluck's solution](#)

328.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[wishgoodluck's solution](#)

329.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[wishgoodluck's solution](#)

330.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[wishgoodluck's solution](#)

331.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[wishgoodluck's solution](#)

332.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

333.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,828 global accepts · Rating: 1300 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[wishgoodluck's solution](#)

334.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[wishgoodluck's solution](#)

335.

1602C

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

Rating: 1300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[wishgoodluck's solution](#)

336.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[wishgoodluck's solution](#)

337.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[wishgoodluck's solution](#)

338.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wishgoodluck's solution](#)

339.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[wishgoodluck's solution](#)

340.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,117 global accepts · Rating: 1300 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[wishgoodluck's solution](#)

341.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[wishgoodluck's solution](#)

342.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[wishgoodluck's solution](#)

343.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[wishgoodluck's solution](#)

344.

862B

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

Quality: 25,654 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[wishgoodluck's solution](#)

345.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,688 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[wishgoodluck's solution](#)

346.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[wishgoodluck's solution](#)

347.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[wishgoodluck's solution](#)

348.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[wishgoodluck's solution](#)

349.

1591C

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

Rating: 1300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[wishgoodluck's solution](#)

350.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[wishgoodluck's solution](#)

351.

1650D

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

Quality: 14,711 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[wishgoodluck's solution](#)

352.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[wishgoodluck's solution](#)

353.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[wishgoodluck's solution](#)

354.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[wishgoodluck's solution](#)

355.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[wishgoodluck's solution](#)

356.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[wishgoodluck's solution](#)

357.

2033E

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

Quality: 14,141 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
[wishgoodluck's solution](#)

358.

2033C

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

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[wishgoodluck's solution](#)

359.

1887A1

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

Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[wishgoodluck's solution](#)

360.

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

[wishgoodluck's solution](#)

361.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[wishgoodluck's solution](#)

362.

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wishgoodluck's solution](#)

363.

1838C

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

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[wishgoodluck's solution](#)

364.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wishgoodluck's solution](#)

365.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wishgoodluck's solution](#)

366.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wishgoodluck's solution](#)

367.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[wishgoodluck's solution](#)

368.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wishgoodluck's solution](#)

369.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wishgoodluck's solution](#)

370.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[wishgoodluck's solution](#)

371.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[wishgoodluck's solution](#)

372.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[wishgoodluck's solution](#)

373.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[wishgoodluck's solution](#)

374.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[wishgoodluck's solution](#)

375.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[wishgoodluck's solution](#)

376.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1400 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[wishgoodluck's solution](#)

377.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wishgoodluck's solution](#)

378.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wishgoodluck's solution](#)

379.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[wishgoodluck's solution](#)

380.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[wishgoodluck's solution](#)

381.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[wishgoodluck's solution](#)

382.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[wishgoodluck's solution](#)

383.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[wishgoodluck's solution](#)

384.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[wishgoodluck's solution](#)

385.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[wishgoodluck's solution](#)

386.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[wishgoodluck's solution](#)

387.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[wishgoodluck's solution](#)

388.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[wishgoodluck's solution](#)

389.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[wishgoodluck's solution](#)

390.

2169D1

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

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-12-09 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[wishgoodluck's solution](#)

391.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[wishgoodluck's solution](#)

392.

2026C

[Action Figures · Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[wishgoodluck's solution](#)

393.

1898B

[Milena and Admirer · Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wishgoodluck's solution](#)

394.

1809C

[Sum on Subarrays · Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[wishgoodluck's solution](#)

395.

1985F

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[wishgoodluck's solution](#)

490.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[wishgoodluck's solution](#)

491.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[wishgoodluck's solution](#)

492.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[wishgoodluck's solution](#)

493.

919D

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Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[wishgoodluck's solution](#)

494.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
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495.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[wishgoodluck's solution](#)

496.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[wishgoodluck's solution](#)

497.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[wishgoodluck's solution](#)

498.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[wishgoodluck's solution](#)

499.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
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500.

1626C

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Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

greedy, implementation, math, two pointers

[wishgoodluck's solution](#)

501.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[wishgoodluck's solution](#)

502.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wishgoodluck's solution](#)

503.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[wishgoodluck's solution](#)

504.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[wishgoodluck's solution](#)

505.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[wishgoodluck's solution](#)

506.

2043D

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

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[wishgoodluck's solution](#)

507.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[wishgoodluck's solution](#)

508.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

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

[wishgoodluck's solution](#)

509.

1987D

[World is Mine](#) · [Tutorial](#)

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

[wishgoodluck's solution](#)

510.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wishgoodluck's solution](#)

511.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[wishgoodluck's solution](#)

512.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[wishgoodluck's solution](#)

513.

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
[wishgoodluck's solution](#)

514.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[wishgoodluck's solution](#)

515.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[wishgoodluck's solution](#)

516.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[wishgoodluck's solution](#)

517.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[wishgoodluck's solution](#)

518.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[wishgoodluck's solution](#)

519.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[wishgoodluck's solution](#)

520.

1732C1

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

Quality: 7,578 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two

pointers

[wishgoodluck's solution](#)

521.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[wishgoodluck's solution](#)

522.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[wishgoodluck's solution](#)

523.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[wishgoodluck's solution](#)

524.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[wishgoodluck's solution](#)

525.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[wishgoodluck's solution](#)

526.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[wishgoodluck's solution](#)

527.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[wishgoodluck's solution](#)

528.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[wishgoodluck's solution](#)

529.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[wishgoodluck's solution](#)

530.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wishgoodluck's solution](#)

531.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[wishgoodluck's solution](#)

532.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[wishgoodluck's solution](#)

533.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[wishgoodluck's solution](#)

534.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[wishgoodluck's solution](#)

535.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wishgoodluck's solution](#)

536.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[wishgoodluck's solution](#)

537.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[wishgoodluck's solution](#)

538.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-17 · last AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wishgoodluck's solution](#)

539.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[wishgoodluck's solution](#)

540.

2148G

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

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[wishgoodluck's solution](#)

541.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[wishgoodluck's solution](#)

542.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[wishgoodluck's solution](#)

543.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[wishgoodluck's solution](#)

544.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-02-13 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[wishgoodluck's solution](#)

545.

2053E

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

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

[wishgoodluck's solution](#)

546.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,383 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[wishgoodluck's solution](#)

547.

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

[wishgoodluck's solution](#)

548.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[wishgoodluck's solution](#)

549.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[wishgoodluck's solution](#)

550.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, implementation, interactive

[wishgoodluck's solution](#)

551.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[wishgoodluck's solution](#)

552.

1887A2

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

Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[wishgoodluck's solution](#)

553.

1992F

[Valuable Cards](#) · [Tutorial](#)

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

[wishgoodluck's solution](#)

554.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[wishgoodluck's solution](#)

555.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[wishgoodluck's solution](#)

556.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[wishgoodluck's solution](#)

557.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[wishgoodluck's solution](#)

558.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[wishgoodluck's solution](#)

559.

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

[wishgoodluck's solution](#)

560.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings

[wishgoodluck's solution](#)

561.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[wishgoodluck's solution](#)

562.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[wishgoodluck's solution](#)

563.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[wishgoodluck's solution](#)

564.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[wishgoodluck's solution](#)

565.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[wishgoodluck's solution](#)

566.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[wishgoodluck's solution](#)

567.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[wishgoodluck's solution](#)

568.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-16 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[wishgoodluck's solution](#)

569.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[wishgoodluck's solution](#)

570.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[wishgoodluck's solution](#)

571.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[wishgoodluck's solution](#)

572.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wishgoodluck's solution](#)

573.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[wishgoodluck's solution](#)

574.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[wishgoodluck's solution](#)

575.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[wishgoodluck's solution](#)

576.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wishgoodluck's solution](#)

577.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

578.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[wishgoodluck's solution](#)

579.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[wishgoodluck's solution](#)

580.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[wishgoodluck's solution](#)

581.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[wishgoodluck's solution](#)

582.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[wishgoodluck's solution](#)

583.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[wishgoodluck's solution](#)

584.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[wishgoodluck's solution](#)

585.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[wishgoodluck's solution](#)

586.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[wishgoodluck's solution](#)

587.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[wishgoodluck's solution](#)

588.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[wishgoodluck's solution](#)

589.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing,

implementation, math

[wishgoodluck's solution](#)

590.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[wishgoodluck's solution](#)

591.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-28 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[wishgoodluck's solution](#)

592.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-03 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[wishgoodluck's solution](#)

593.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[wishgoodluck's solution](#)

594.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[wishgoodluck's solution](#)

595.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[wishgoodluck's solution](#)

596.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[wishgoodluck's solution](#)

597.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[wishgoodluck's solution](#)

598.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

599.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[wishgoodluck's solution](#)

600.

1591D

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

Quality: 1900 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[wishgoodluck's solution](#)

601.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[wishgoodluck's solution](#)

602.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-10 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[wishgoodluck's solution](#)

603.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[wishgoodluck's solution](#)

604.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[wishgoodluck's solution](#)

605.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[wishgoodluck's solution](#)

606.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[wishgoodluck's solution](#)

607.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[wishgoodluck's solution](#)

608.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[wishgoodluck's solution](#)

609.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[wishgoodluck's solution](#)

610.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wishgoodluck's solution](#)

611.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-05-03 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[wishgoodluck's solution](#)

612.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[wishgoodluck's solution](#)

613.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[wishgoodluck's solution](#)

614.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

615.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[wishgoodluck's solution](#)

616.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[wishgoodluck's solution](#)

617.

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

[wishgoodluck's solution](#)

618.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,799 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[wishgoodluck's solution](#)

619.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[wishgoodluck's solution](#)

620.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[wishgoodluck's solution](#)

621.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wishgoodluck's solution](#)

622.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[wishgoodluck's solution](#)

623.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[wishgoodluck's solution](#)

624.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[wishgoodluck's solution](#)

625.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[wishgoodluck's solution](#)

626.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wishgoodluck's solution](#)

627.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[wishgoodluck's solution](#)

628.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wishgoodluck's solution](#)

629.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu
[wishgoodluck's solution](#)

630.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[wishgoodluck's solution](#)

631.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory
[wishgoodluck's solution](#)

632.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[wishgoodluck's solution](#)

633.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[wishgoodluck's solution](#)

634.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[wishgoodluck's solution](#)

635.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[wishgoodluck's solution](#)

636.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[wishgoodluck's solution](#)

637.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[wishgoodluck's solution](#)

638.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[wishgoodluck's solution](#)

639.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive,

math

[wishgoodluck's solution](#)

640.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[wishgoodluck's solution](#)

641.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[wishgoodluck's solution](#)

642.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

643.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[wishgoodluck's solution](#)

644.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[wishgoodluck's solution](#)

645.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wishgoodluck's solution](#)

646.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[wishgoodluck's solution](#)

647.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[wishgoodluck's solution](#)

648.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wishgoodluck's solution](#)

649.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wishgoodluck's solution](#)

650.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[wishgoodluck's solution](#)

651.

1719E

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

Rating: 2000 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, number theory

[wishgoodluck's solution](#)

652.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[wishgoodluck's solution](#)

653.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[wishgoodluck's solution](#)

654.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[wishgoodluck's solution](#)

655.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[wishgoodluck's solution](#)

656.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[wishgoodluck's solution](#)

657.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[wishgoodluck's solution](#)

658.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wishgoodluck's solution](#)

659.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[wishgoodluck's solution](#)

660.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 2000 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[wishgoodluck's solution](#)

661.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[wishgoodluck's solution](#)

662.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[wishgoodluck's solution](#)

663.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[wishgoodluck's solution](#)

664.

1589D

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

Rating: 2000 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[wishgoodluck's solution](#)

665.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[wishgoodluck's solution](#)

666.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[wishgoodluck's solution](#)

667.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[wishgoodluck's solution](#)

668.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[wishgoodluck's solution](#)

669.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 2000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[wishgoodluck's solution](#)

670.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wishgoodluck's solution](#)

671.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-12-11 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[wishgoodluck's solution](#)

672.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[wishgoodluck's solution](#)

673.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[wishgoodluck's solution](#)

674.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-05-06 · last AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[wishgoodluck's solution](#)

675.

2074G

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676.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[wishgoodluck's solution](#)

677.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

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678.

2031E

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Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

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679.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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680.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
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681.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[wishgoodluck's solution](#)

682.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
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683.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
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684.

1934D1

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685.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
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686.

1821E

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[wishgoodluck's solution](#)

687.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math
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688.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[wishgoodluck's solution](#)

689.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[wishgoodluck's solution](#)

690.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[wishgoodluck's solution](#)

691.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
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692.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[wishgoodluck's solution](#)

693.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[wishgoodluck's solution](#)

694.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,708 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[wishgoodluck's solution](#)

695.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[wishgoodluck's solution](#)

696.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[wishgoodluck's solution](#)

697.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[wishgoodluck's solution](#)

698.

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer
[wishgoodluck's solution](#)

699.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[wishgoodluck's solution](#)

700.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[wishgoodluck's solution](#)

701.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[wishgoodluck's solution](#)

702.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
[wishgoodluck's solution](#)

703.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[wishgoodluck's solution](#)

704.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[wishgoodluck's solution](#)

705.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-03-30 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[wishgoodluck's solution](#)

706.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[wishgoodluck's solution](#)

707.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[wishgoodluck's solution](#)

708.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[wishgoodluck's solution](#)

709.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[wishgoodluck's solution](#)

710.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[wishgoodluck's solution](#)

711.

1761D

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Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[wishgoodluck's solution](#)

712.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[wishgoodluck's solution](#)

713.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[wishgoodluck's solution](#)

714.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[wishgoodluck's solution](#)

715.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
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716.

1671E

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[wishgoodluck's solution](#)

717.

103D

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Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
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718.

1606E

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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719.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[wishgoodluck's solution](#)

720.

35E

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Quality: 880 global accepts · Rating: 2100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[wishgoodluck's solution](#)

721.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[wishgoodluck's solution](#)

722.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[wishgoodluck's solution](#)

723.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[wishgoodluck's solution](#)

724.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[wishgoodluck's solution](#)

725.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wishgoodluck's solution](#)

726.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-10-25 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[wishgoodluck's solution](#)

727.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

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728.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

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729.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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730.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs
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731.

2112E

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Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[wishgoodluck's solution](#)

732.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 2200 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[wishgoodluck's solution](#)

733.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings
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734.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[wishgoodluck's solution](#)

735.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, ternary search, two pointers
[wishgoodluck's solution](#)

736.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive
[wishgoodluck's solution](#)

737.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[wishgoodluck's solution](#)

738.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-05-15 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[wishgoodluck's solution](#)

739.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wishgoodluck's solution](#)

740.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[wishgoodluck's solution](#)

741.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[wishgoodluck's solution](#)

742.

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

[wishgoodluck's solution](#)

743.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[wishgoodluck's solution](#)

744.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[wishgoodluck's solution](#)

745.

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

[wishgoodluck's solution](#)

746.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wishgoodluck's solution](#)

747.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[wishgoodluck's solution](#)

748.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[wishgoodluck's solution](#)

749.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[wishgoodluck's solution](#)

750.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[wishgoodluck's solution](#)

751.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[wishgoodluck's solution](#)

752.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[wishgoodluck's solution](#)

753.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[wishgoodluck's solution](#)

754.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[wishgoodluck's solution](#)

755.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wishgoodluck's solution](#)

756.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[wishgoodluck's solution](#)

757.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[wishgoodluck's solution](#)

758.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[wishgoodluck's solution](#)

759.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[wishgoodluck's solution](#)

760.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[wishgoodluck's solution](#)

761.

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
[wishgoodluck's solution](#)

762.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[wishgoodluck's solution](#)

763.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[wishgoodluck's solution](#)

764.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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765.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[wishgoodluck's solution](#)

766.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[wishgoodluck's solution](#)

767.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 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
[wishgoodluck's solution](#)

768.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[wishgoodluck's solution](#)

769.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[wishgoodluck's solution](#)

770.

1786E

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

Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[wishgoodluck's solution](#)

771.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[wishgoodluck's solution](#)

772.

45G

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Quality: 1,221 global accepts · Rating: 2200 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[wishgoodluck's solution](#)

773.

1575G

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Quality: 833 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wishgoodluck's solution](#)

774.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wishgoodluck's solution](#)

775.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[wishgoodluck's solution](#)

776.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[wishgoodluck's solution](#)

777.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[wishgoodluck's solution](#)

778.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[wishgoodluck's solution](#)

779.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[wishgoodluck's solution](#)

780.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[wishgoodluck's solution](#)

781.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[wishgoodluck's solution](#)

782.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[wishgoodluck's solution](#)

783.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[wishgoodluck's solution](#)

784.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[wishgoodluck's solution](#)

785.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wishgoodluck's solution](#)

786.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[wishgoodluck's solution](#)

787.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[wishgoodluck's solution](#)

788.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

789.

1670E

[Hemose on the Tree · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[wishgoodluck's solution](#)

790.

1535E

[Gold Transfer · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[wishgoodluck's solution](#)

791.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[wishgoodluck's solution](#)

792.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[wishgoodluck's solution](#)

793.

2160F

[Twin Polynomials · Tutorial](#)

Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[wishgoodluck's solution](#)

794.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[wishgoodluck's solution](#)

795.

2146E

[Yet Another MEX Problem · Tutorial](#)

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[wishgoodluck's solution](#)

796.

2134D

[Sliding Tree · Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[wishgoodluck's solution](#)

797.

2134E

[Power Boxes · Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[wishgoodluck's solution](#)

798.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[wishgoodluck's solution](#)

799.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[wishgoodluck's solution](#)

800.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wishgoodluck's solution](#)

801.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[wishgoodluck's solution](#)

802.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[wishgoodluck's solution](#)

803.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[wishgoodluck's solution](#)

804.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-22 · last AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[wishgoodluck's solution](#)

805.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[wishgoodluck's solution](#)

806.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wishgoodluck's solution](#)

807.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

808.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[wishgoodluck's solution](#)

809.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[wishgoodluck's solution](#)

810.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[wishgoodluck's solution](#)

811.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[wishgoodluck's solution](#)

812.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[wishgoodluck's solution](#)

813.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[wishgoodluck's solution](#)

814.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[wishgoodluck's solution](#)

815.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[wishgoodluck's solution](#)

816.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[wishgoodluck's solution](#)

817.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[wishgoodluck's solution](#)

818.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[wishgoodluck's solution](#)

819.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[wishgoodluck's solution](#)

820.

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

[wishgoodluck's solution](#)

821.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wishgoodluck's solution](#)

822.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-08 · last AC: 2024-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[wishgoodluck's solution](#)

823.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[wishgoodluck's solution](#)

824.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[wishgoodluck's solution](#)

825.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[wishgoodluck's solution](#)

826.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[wishgoodluck's solution](#)

827.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[wishgoodluck's solution](#)

828.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[wishgoodluck's solution](#)

829.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[wishgoodluck's solution](#)

830.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[wishgoodluck's solution](#)

831.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[wishgoodluck's solution](#)

832.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[wishgoodluck's solution](#)

833.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[wishgoodluck's solution](#)

834.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[wishgoodluck's solution](#)

835.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[wishgoodluck's solution](#)

836.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[wishgoodluck's solution](#)

837.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[wishgoodluck's solution](#)

838.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[wishgoodluck's solution](#)

839.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths
[wishgoodluck's solution](#)

840.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[wishgoodluck's solution](#)

841.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-02-08 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[wishgoodluck's solution](#)

842.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

843.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[wishgoodluck's solution](#)

844.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[wishgoodluck's solution](#)

845.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[wishgoodluck's solution](#)

846.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[wishgoodluck's solution](#)

847.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[wishgoodluck's solution](#)

848.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[wishgoodluck's solution](#)

849.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wishgoodluck's solution](#)

850.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[wishgoodluck's solution](#)

851.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wishgoodluck's solution](#)

852.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[wishgoodluck's solution](#)

853.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[wishgoodluck's solution](#)

854.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[wishgoodluck's solution](#)

855.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[wishgoodluck's solution](#)

856.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[wishgoodluck's solution](#)

857.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-04-12 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[wishgoodluck's solution](#)

858.

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[wishgoodluck's solution](#)

859.

1695D2

[Tree Queries \(Hard Version\) · Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

860.

1691E

[Number of Groups · Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[wishgoodluck's solution](#)

861.

1681F

[Unique Occurrences · Tutorial](#)

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[wishgoodluck's solution](#)

862.

2169E

[Points Selection · Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wishgoodluck's solution](#)

863.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-13 · last AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[wishgoodluck's solution](#)

864.

2176F

[Omega Numbers · Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wishgoodluck's solution](#)

865.

2171H

[Shiori Miyagi and Maximum Array Score · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[wishgoodluck's solution](#)

866.

2153E

[Zero Trailing Factorial · Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[wishgoodluck's solution](#)

867.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wishgoodluck's solution](#)

868.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[wishgoodluck's solution](#)

869.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wishgoodluck's solution](#)

870.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[wishgoodluck's solution](#)

871.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[wishgoodluck's solution](#)

872.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

873.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[wishgoodluck's solution](#)

874.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[wishgoodluck's solution](#)

875.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[wishgoodluck's solution](#)

876.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[wishgoodluck's solution](#)

877.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,164 global accepts · Rating: 2400 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[wishgoodluck's solution](#)

878.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wishgoodluck's solution](#)

879.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[wishgoodluck's solution](#)

880.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[wishgoodluck's solution](#)

881.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[wishgoodluck's solution](#)

882.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[wishgoodluck's solution](#)

883.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[wishgoodluck's solution](#)

884.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[wishgoodluck's solution](#)

885.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[wishgoodluck's solution](#)

886.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[wishgoodluck's solution](#)

887.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[wishgoodluck's solution](#)

888.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[wishgoodluck's solution](#)

889.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[wishgoodluck's solution](#)

890.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[wishgoodluck's solution](#)

891.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[wishgoodluck's solution](#)

892.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[wishgoodluck's solution](#)

893.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[wishgoodluck's solution](#)

894.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[wishgoodluck's solution](#)

895.

2041F

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

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[wishgoodluck's solution](#)

896.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[wishgoodluck's solution](#)

897.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[wishgoodluck's solution](#)

898.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[wishgoodluck's solution](#)

899.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

900.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[wishgoodluck's solution](#)

901.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[wishgoodluck's solution](#)

902.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[wishgoodluck's solution](#)

903.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[wishgoodluck's solution](#)

904.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[wishgoodluck's solution](#)

905.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[wishgoodluck's solution](#)

906.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[wishgoodluck's solution](#)

907.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[wishgoodluck's solution](#)

908.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[wishgoodluck's solution](#)

909.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[wishgoodluck's solution](#)

910.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[wishgoodluck's solution](#)

911.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[wishgoodluck's solution](#)

912.

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

[wishgoodluck's solution](#)

913.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[wishgoodluck's solution](#)

914.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[wishgoodluck's solution](#)

915.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[wishgoodluck's solution](#)

916.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wishgoodluck's solution](#)

917.

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
[wishgoodluck's solution](#)

918.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[wishgoodluck's solution](#)

919.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[wishgoodluck's solution](#)

920.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[wishgoodluck's solution](#)

921.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[wishgoodluck's solution](#)

922.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[wishgoodluck's solution](#)

923.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[wishgoodluck's solution](#)

924.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[wishgoodluck's solution](#)

925.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, constructive algorithms, math, number theory

[wishgoodluck's solution](#)

926.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[wishgoodluck's solution](#)

927.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[wishgoodluck's solution](#)

928.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[wishgoodluck's solution](#)

929.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[wishgoodluck's solution](#)

930.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[wishgoodluck's solution](#)

931.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[wishgoodluck's solution](#)

932.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[wishgoodluck's solution](#)

933.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[wishgoodluck's solution](#)

934.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[wishgoodluck's solution](#)

935.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wishgoodluck's solution](#)

936.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[wishgoodluck's solution](#)

937.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[wishgoodluck's solution](#)

938.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[wishgoodluck's solution](#)

939.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[wishgoodluck's solution](#)

940.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[wishgoodluck's solution](#)

941.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[wishgoodluck's solution](#)

942.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[wishgoodluck's solution](#)

943.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[wishgoodluck's solution](#)

944.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[wishgoodluck's solution](#)

945.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[wishgoodluck's solution](#)

946.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[wishgoodluck's solution](#)

947.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-02-12 · last AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

948.

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[wishgoodluck's solution](#)

949.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

950.

2159D1

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[wishgoodluck's solution](#)

951.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[wishgoodluck's solution](#)

952.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[wishgoodluck's solution](#)

953.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[wishgoodluck's solution](#)

954.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wishgoodluck's solution](#)

955.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[wishgoodluck's solution](#)

956.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wishgoodluck's solution](#)

957.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[wishgoodluck's solution](#)

958.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[wishgoodluck's solution](#)

959.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[wishgoodluck's solution](#)

960.

2102F

[Mani and Segments](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

961.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[wishgoodluck's solution](#)

962.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[wishgoodluck's solution](#)

963.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[wishgoodluck's solution](#)

964.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[wishgoodluck's solution](#)

965.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[wishgoodluck's solution](#)

966.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[wishgoodluck's solution](#)

967.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[wishgoodluck's solution](#)

968.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[wishgoodluck's solution](#)

969.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[wishgoodluck's solution](#)

970.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wishgoodluck's solution](#)

971.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[wishgoodluck's solution](#)

972.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[wishgoodluck's solution](#)

973.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[wishgoodluck's solution](#)

974.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[wishgoodluck's solution](#)

975.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[wishgoodluck's solution](#)

976.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[wishgoodluck's solution](#)

977.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[wishgoodluck's solution](#)

978.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[wishgoodluck's solution](#)

979.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[wishgoodluck's solution](#)

980.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[wishgoodluck's solution](#)

981.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[wishgoodluck's solution](#)

982.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[wishgoodluck's solution](#)

983.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[wishgoodluck's solution](#)

984.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[wishgoodluck's solution](#)

985.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[wishgoodluck's solution](#)

986.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wishgoodluck's solution](#)

987.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[wishgoodluck's solution](#)

988.

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

[wishgoodluck's solution](#)

989.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[wishgoodluck's solution](#)

990.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[wishgoodluck's solution](#)

991.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[wishgoodluck's solution](#)

992.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[wishgoodluck's solution](#)

993.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[wishgoodluck's solution](#)

994.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[wishgoodluck's solution](#)

995.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[wishgoodluck's solution](#)

996.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[wishgoodluck's solution](#)

997.

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

[wishgoodluck's solution](#)

998.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[wishgoodluck's solution](#)

999.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[wishgoodluck's solution](#)

1000.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[wishgoodluck's solution](#)

1001.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wishgoodluck's solution](#)

1002.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wishgoodluck's solution](#)

1003.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[wishgoodluck's solution](#)

1004.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[wishgoodluck's solution](#)

1005.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[wishgoodluck's solution](#)

1006.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[wishgoodluck's solution](#)

1007.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wishgoodluck's solution](#)

1008.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[wishgoodluck's solution](#)

1009.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[wishgoodluck's solution](#)

1010.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[wishgoodluck's solution](#)

1011.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[wishgoodluck's solution](#)

1012.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[wishgoodluck's solution](#)

1013.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1014.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[wishgoodluck's solution](#)

1015.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[wishgoodluck's solution](#)

1016.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[wishgoodluck's solution](#)

1017.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-09 · last AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[wishgoodluck's solution](#)

1018.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[wishgoodluck's solution](#)

1019.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[wishgoodluck's solution](#)

1020.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[wishgoodluck's solution](#)

1021.

2139F

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[wishgoodluck's solution](#)

1022.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[wishgoodluck's solution](#)

1023.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[wishgoodluck's solution](#)

1024.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[wishgoodluck's solution](#)

1025.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[wishgoodluck's solution](#)

1026.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-08-16 · last AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[wishgoodluck's solution](#)

1027.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[wishgoodluck's solution](#)

1028.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[wishgoodluck's solution](#)

1029.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[wishgoodluck's solution](#)

1030.

2107E

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

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[wishgoodluck's solution](#)

1031.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[wishgoodluck's solution](#)

1032.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[wishgoodluck's solution](#)

1033.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[wishgoodluck's solution](#)

1034.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[wishgoodluck's solution](#)

1035.

2085F1

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

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

1036.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[wishgoodluck's solution](#)

1037.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[wishgoodluck's solution](#)

1038.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[wishgoodluck's solution](#)

1039.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[wishgoodluck's solution](#)

1040.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[wishgoodluck's solution](#)

1041.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[wishgoodluck's solution](#)

1042.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[wishgoodluck's solution](#)

1043.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[wishgoodluck's solution](#)

1044.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[wishgoodluck's solution](#)

1045.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[wishgoodluck's solution](#)

1046.

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

[wishgoodluck's solution](#)

1047.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[wishgoodluck's solution](#)

1048.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[wishgoodluck's solution](#)

1049.

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

[wishgoodluck's solution](#)

1050.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[wishgoodluck's solution](#)

1051.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wishgoodluck's solution](#)

1052.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[wishgoodluck's solution](#)

1053.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wishgoodluck's solution](#)

1054.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[wishgoodluck's solution](#)

1055.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[wishgoodluck's solution](#)

1056.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[wishgoodluck's solution](#)

1057.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[wishgoodluck's solution](#)

1058.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[wishgoodluck's solution](#)

1059.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1060.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[wishgoodluck's solution](#)

1061.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[wishgoodluck's solution](#)

1062.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices

[wishgoodluck's solution](#)

1063.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[wishgoodluck's solution](#)

1064.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[wishgoodluck's solution](#)

1065.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[wishgoodluck's solution](#)

1066.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wishgoodluck's solution](#)

1067.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[wishgoodluck's solution](#)

1068.

2151F

[Attraction Theory](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wishgoodluck's solution](#)

1069.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[wishgoodluck's solution](#)

1070.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[wishgoodluck's solution](#)

1071.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[wishgoodluck's solution](#)

1072.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[wishgoodluck's solution](#)

1073.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[wishgoodluck's solution](#)

1074.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[wishgoodluck's solution](#)

1075.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[wishgoodluck's solution](#)

1076.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[wishgoodluck's solution](#)

1077.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
[wishgoodluck's solution](#)

1078.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
[wishgoodluck's solution](#)

1079.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
[wishgoodluck's solution](#)

1080.

2045E

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

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[wishgoodluck's solution](#)

1081.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation
[wishgoodluck's solution](#)

1082.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[wishgoodluck's solution](#)

1083.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[wishgoodluck's solution](#)

1084.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[wishgoodluck's solution](#)**1085.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[wishgoodluck's solution](#)**1086.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[wishgoodluck's solution](#)**1087.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[wishgoodluck's solution](#)**1088.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[wishgoodluck's solution](#)**1089.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wishgoodluck's solution](#)**1090.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[wishgoodluck's solution](#)**1091.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[wishgoodluck's solution](#)**1092.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[wishgoodluck's solution](#)**1093.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[wishgoodluck's solution](#)

1094.

1956E2

[Nene vs. Monsters \(Hard Version\) · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wishgoodluck's solution](#)

1095.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[wishgoodluck's solution](#)

1096.

13E

[Holes · Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[wishgoodluck's solution](#)

1097.

383E

[Vowels · Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[wishgoodluck's solution](#)

1098.

906D

[Power Tower · Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wishgoodluck's solution](#)

1099.

1715F

[Crop Squares · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[wishgoodluck's solution](#)

1100.

1720E

[Misha and Paintings · Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[wishgoodluck's solution](#)

1101.

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[wishgoodluck's solution](#)

1102.

2147F

[Exchange Queries · Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[wishgoodluck's solution](#)

1103.

1279F

[New Year and Handle Change · Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[wishgoodluck's solution](#)

1104.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices
[wishgoodluck's solution](#)

1105.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[wishgoodluck's solution](#)

1106.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[wishgoodluck's solution](#)

1107.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[wishgoodluck's solution](#)

1108.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[wishgoodluck's solution](#)

1109.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[wishgoodluck's solution](#)

1110.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[wishgoodluck's solution](#)

1111.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[wishgoodluck's solution](#)

1112.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[wishgoodluck's solution](#)

1113.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[wishgoodluck's solution](#)

1114.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1115.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[wishgoodluck's solution](#)

1116.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[wishgoodluck's solution](#)

1117.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[wishgoodluck's solution](#)

1118.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[wishgoodluck's solution](#)

1119.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[wishgoodluck's solution](#)

1120.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[wishgoodluck's solution](#)

1121.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wishgoodluck's solution](#)

1122.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[wishgoodluck's solution](#)

1123.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[wishgoodluck's solution](#)

1124.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[wishgoodluck's solution](#)

1125.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1126.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

1127.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[wishgoodluck's solution](#)

1128.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[wishgoodluck's solution](#)

1129.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wishgoodluck's solution](#)

1130.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[wishgoodluck's solution](#)

1131.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[wishgoodluck's solution](#)

1132.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wishgoodluck's solution](#)

1133.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[wishgoodluck's solution](#)

1134.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[wishgoodluck's solution](#)

1135.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1136.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[wishgoodluck's solution](#)

1137.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[wishgoodluck's solution](#)

1138.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[wishgoodluck's solution](#)

1139.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[wishgoodluck's solution](#)

1140.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[wishgoodluck's solution](#)

1141.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[wishgoodluck's solution](#)

1142.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wishgoodluck's solution](#)

1143.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[wishgoodluck's solution](#)

1144.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[wishgoodluck's solution](#)

1145.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[wishgoodluck's solution](#)

1146.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[wishgoodluck's solution](#)

1147.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[wishgoodluck's solution](#)

1148.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[wishgoodluck's solution](#)

1149.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-03 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[wishgoodluck's solution](#)

1150.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[wishgoodluck's solution](#)

1151.

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

[wishgoodluck's solution](#)

1152.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[wishgoodluck's solution](#)

1153.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[wishgoodluck's solution](#)

1154.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[wishgoodluck's solution](#)

1155.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[wishgoodluck's solution](#)

1156.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[wishgoodluck's solution](#)

1157.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[wishgoodluck's solution](#)

1158.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[wishgoodluck's solution](#)

1159.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[wishgoodluck's solution](#)

1160.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[wishgoodluck's solution](#)

1161.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[wishgoodluck's solution](#)

1162.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[wishgoodluck's solution](#)

1163.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[wishgoodluck's solution](#)

1164.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[wishgoodluck's solution](#)

1165.

2004G

[Substring Compression · Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[wishgoodluck's solution](#)

1166.

2057F

[Formation · Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[wishgoodluck's solution](#)

1167.

2029H

[Message Spread · Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[wishgoodluck's solution](#)

1168.

105222K

[Element Reaction · Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1169.

104849I

[Quiz Contest · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1170.

104849H

[Cake Decoration · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1171.

104849G

[Remodeling the Dungeon · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1172.

104849F

[Make a Loop · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1173.

104849D

[Move One Coin · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1174.

104849E

[Incredibly Cute Penguin Chicks · Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1175.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1176.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1177.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1178.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1179.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1180.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1181.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1182.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1183.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1184.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1185.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1186.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1187.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1188.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1189.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1190.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1191.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1192.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1193.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1194.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1195.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1196.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1197.

105588M

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

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1198.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1199.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wishgoodluck's solution](#)

1200.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1201.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1202.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1203.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1204.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1205.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1206.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1207.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1208.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1209.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1210.

105562A

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1211.

105615L

[WÚNŹ Lambda 0 4 -v,,QsNŹ p-Ūf epN R`R|û~βz3\[š`'v,,cçzvN ^”u\(](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1212.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1213.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1214.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1215.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1216.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1217.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1218.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1219.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1220.

105487D

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

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1221.

105465G

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1222.

105465F

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1223.

105465M

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1224.

105465K

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1225.

105465E

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1226.

105465J

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1227.

105465B

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1228.

105487I

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1229.

105487B

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1230.

105487J

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Rating: — · first AC: 2024-11-05 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1231.

105487E

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1233.

105487L

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1235.

105487M

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1236.

105487H

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Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1237.

105487A

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1238.

105487C

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1239.

104832E

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1240.

104832J

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1241.

104832K

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1242.

104832G

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1243.

104832D

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1244.

104832B

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1245.

104832F

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1246.

104832A

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1247.

105459D

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1248.

105264D

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1249.

105264C

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Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1250.

105264A

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1251.

103446L

[Three, Three, Three](#) · [Tutorial](#)

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1252.

103446C

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1253.

103446J

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1254.

103446H

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1255.

103446M

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1256.

103446K

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1257.

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1258.

103446I

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1259.

103446D

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

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1260.

103446G

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1261.

103446E

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1262.

104869I

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1263.

104869H

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104869B

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1265.

104869M

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1266.

104869D

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1267.

104869K

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1268.

104869E

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1269.

104869J

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1270.

104869C

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1271.

102361C

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1272.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1273.

102361E

[Escape](#) · [Tutorial](#)

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1274.

102361G

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

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1275.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1276.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

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1277.

102361I

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1278.

102361A

[Angle Beats](#) · [Tutorial](#)

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1279.

102361F

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1280.

102361D

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1281.

103409K

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1282.

103409F

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1283.

103409B

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1284.

103409D

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1286.

103409G

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1287.

103409I

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1289.

105216A

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1290.

103389F

[Wordle](#)

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[wishgoodluck's solution](#)

1291.

103389E

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1292.

105336C

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1293.

105336A

[Tutorial](#)

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1294.

105336B

[Tutorial](#)

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1295.

105336D

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1296.

105336E

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1297.

105336F

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1298.

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1299.

105336L

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1304.

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105231E

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105143G

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105143C

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105143M

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105143E

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105143D

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105143I

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103941D

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1330.

103941I

[Oshwiciwq v, Tusha](#)

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1331.

103941C

[Serval v, TOSw\(ThH](#)

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1333.

103941K

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1334.

103941H

[eFtltq!](#)

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1335.

103941G

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1336.

103941J

[Mex Tree · Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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1337.

103941F

[-AIONKTC](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1338.

103941E

[Serval v, TOSa](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1339.

103941A

[Mocha N Tsiif](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1340.

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1341.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1342.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1343.

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1344.

104363D

[Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1345.

104363C

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1346.

104363K

[Turn-based Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1347.

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1348.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1349.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1350.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1351.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1352.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1353.

104925F

[When Anton Saw This Task He Reacted With 😩](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1354.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1355.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1356.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1357.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1358.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1359.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1360.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1361.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1362.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1363.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1364.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1365.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1366.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1367.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1368.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1369.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1370.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1371.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1372.

104925C

[Yet Another Balanced Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1373.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1374.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1375.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1376.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1377.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1378.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1379.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1380.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1381.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1382.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1383.

104741K

[e^{1/n} * X^{1/n}](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1384.

104355J

[Y'ya R'—k"•î"](#)

Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1385.

104355L

[~Qucry\)€ Nâd'](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1386.

104355K

[f%SiN=N](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1387.

104355N

[h Rtorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1388.

104355M

[e'šj\[Ph\]](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1389.

104355H

[\[W&nb](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1390.

104355E

[Qh*torial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1391.

104355G

[TQENIT](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1392.

104355F

[n!ntz n8NPW:](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1393.

104355D

[pT/Fbi](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1394.

104355B

[SYPsi](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[wishgoodluck's solution](#)

1395.

104355A

[YTutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1396.

104355C

[YTutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1397.

104741J

[UR61cb](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1398.

104741D

[R101a-b](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1399.

104741F

[eTutorial-P;](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1400.

104741C

[eTutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1401.

104741B

[\MTun3h!](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1402.

104741L

[QD101a](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1403.

104741A

[A+B Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1404.

104741I

[gN101a](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1405.

104741E

[eTutorial-P;](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1406.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1407.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1408.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1409.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1410.

104757B

[B Road Band](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1411.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1412.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1413.

104757D

[Cornhusker](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1414.

104757A

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[wishgoodluck's solution](#)

1415.

103438G

[Max Pair Matching](#) · [Tutorial](#)

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

1416.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1417.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1418.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1419.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1420.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1421.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1422.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1423.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1424.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1425.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1426.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1427.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1428.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1429.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1430.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1431.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1432.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1433.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1434.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1435.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1436.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1437.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1438.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1439.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1440.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1441.

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1442.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1443.

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1444.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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1445.

104385K

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Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1446.

104385B

[Wonderful Array](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1447.

104385J

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1448.

104385I

[Tree](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1449.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1450.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · Tutorial

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[wishgoodluck's solution](#)

1451.

104493A

[Gym Plates](#) · Tutorial

Rating: — · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1452.

104493M

[Ahmad's Dish](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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1453.

104493I

[Ajam's Password](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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1454.

104493B

[Converge To 1](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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1455.

104493C

[Tree Permutation](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1456.

104493J

[Completely Balanced](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1457.

104493K

[Sam-Oh, the funny coach](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1458.

104493H

[Yaser In Baradah](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1459.

104493F

[New Board Game](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1460.

104493G

[Don't Make It 2](#) · Tutorial

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1461.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1462.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1463.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1464.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1465.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1466.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1467.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1468.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1469.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1470.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1471.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1472.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1473.

103117G

[Hourly Coding Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1474.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1475.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1476.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1477.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1478.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1479.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1480.

103117D

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

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1481.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1482.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1483.

103117A

[Chuanpai · Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1484.

104725I

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Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1485.

104725J

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Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1486.

104725B

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1487.

104725D

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1488.

104725E

[i8NtPw](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1489.

104725G

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1490.

104725H

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1491.

104725F

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1492.

104725L

[Q\]b08b](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1493.

104725A

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Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1494.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1495.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1496.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1497.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1498.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1499.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1500.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1501.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1502.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1503.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1504.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1505.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1506.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1507.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1508.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1509.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1510.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1511.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1512.

104369A

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

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1513.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1514.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1515.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1516.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1517.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1518.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1519.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1520.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1521.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1522.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1523.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1524.

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1525.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1526.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1527.

104417K

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

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1528.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1529.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1530.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1531.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1532.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1533.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1534.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1535.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1536.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1537.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1538.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1539.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1540.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1541.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1542.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1543.

103119L

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

Rating: — · first AC: 2023-10-08 · Python 3 (first AC) · Tags: —
[wishgoodluck's solution](#)

1544.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1545.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1546.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1547.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1548.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1549.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1550.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1551.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1552.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1553.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1554.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1555.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1556.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1557.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1558.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1559.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1560.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1561.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1562.

104128I

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

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1563.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1564.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1565.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1566.

104053H

[GameX](#) · [Tutorial](#)

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1567.

104053E

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1568.

104053L

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1569.

104008D

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1570.

104008B

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1571.

104023D

[Sternhalma](#) · [Tutorial](#)

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1572.

104023I

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Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1573.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1574.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1575.

104023J

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Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1576.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1577.

104023E

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Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1578.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1579.

104008J

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

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1580.

104008G

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Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1581.

104008E

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Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1582.

104008C

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

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1583.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1584.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1585.

103102I

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

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1586.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1587.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1588.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1589.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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1590.

103102E

[Divisible by 3](#) · [Tutorial](#)

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1591.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1592.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1593.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1594.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1595.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1596.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1597.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1598.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1599.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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1600.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1601.

102992D

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1602.

104366L

[Spatial Quantum Energy Theory](#) · [Tutorial](#)

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1603.

104466H

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

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1604.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1605.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

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1606.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

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1607.

104466C

[Cosmic Commute](#) · [Tutorial](#)

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1608.

104466L

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1609.

104466I

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1610.

104466M

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1611.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

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1612.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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1613.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1614.

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1615.

104366F

[MPFT](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1616.

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1617.

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1618.

104366D

[Concrete Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1619.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1620.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1621.

104366A

[Cask Effect](#) · [Tutorial](#)

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1622.

104366K

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

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[wishgoodluck's solution](#)

1623.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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1624.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1625.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1626.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1627.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1628.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1629.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1630.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1631.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1632.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1633.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1634.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1635.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1636.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1637.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · Tutorial

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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1638.

103202H

[The Boomsday Project](#) · Tutorial

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1639.

103202M

[United in Stormwind](#) · Tutorial

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1640.

104172C

[Painting Grid](#) · Tutorial

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1641.

104064L

[Lucky Shirt](#) · Tutorial

Rating: — · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1642.

104064H

[Heating Up](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1643.

104064G

[Glossary Arrangement](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1644.

104064J

[Jet Set](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1645.

104064A

[Access Denied](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1646.

104064K

[Knitpicking](#) · Tutorial

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1647.

102769E

[Exam Results](#) · Tutorial

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1648.

102769K

[Kingdom's Power](#) · Tutorial

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1649.

102769F

[Friendly Group](#) · Tutorial

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1650.

102769G

[Good Number](#) · Tutorial

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1651.

102769A

[A Greeting from Qinhuangdao](#) · Tutorial

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1652.

104172B

[Big Picture](#) · Tutorial

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1653.

102798B

[Labyrinth](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1654.

102832L

[Coordinate Paper](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1655.

102832K

[Ragdoll](#) · Tutorial

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1656.

102832J

[Abstract Painting](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1657.

102832F

[Strange Memory](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1658.

102832D

[Meaningless Sequence](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1659.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[wishgoodluck's solution](#)

1660.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1661.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1662.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1663.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1664.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1665.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1666.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1667.

102798H

[Message Bomb](#) · [Tutorial](#)

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[wishgoodluck's solution](#)

1668.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1669.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[wishgoodluck's solution](#)

1670.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1671.

103055D

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

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1672.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1673.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1674.

103055G

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1675.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

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1676.

103055C

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1677.

103055L

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1678.

103055M

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[wishgoodluck's solution](#)

1679.

103055A

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1680.

104095L

• [YusVal](#)

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1681.

104095F

[eAm8eUW0](#)

Rating: — · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1682.

104095J

[NOE0UR6N 0 ^se1TCE](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1683.

104095K

[IPN20uIVPe†N2](#)

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1684.

104095B

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1685.

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1686.

104095I

[Y•T•opp,](#)

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1687.

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1688.

104095A

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1689.

104172F

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Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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1690.

104172L

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Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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1691.

104172E

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1692.

104172A

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Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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1693.

104172K

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1694.

104172H

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1695.

102465K

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1696.

102465H

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102465F

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102465E

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1701.

102465D

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1702.

102465A

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1703.

104197I

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1704.

104197D

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Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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1705.

104197F

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1706.

104197K

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1707.

104197E

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1708.

104197A

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1709.

104270L

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1710.

104270D

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1711.

104270F

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1712.

104270E

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1713.

104270J

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1714.

104270C

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1715.

104270M

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102900C

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103069B

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1718.

103069A

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103861E

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1723.

103861L

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103861I

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103861A

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103081H

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103081D

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1736.

103081C

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103081F

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103081A

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103081K

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103081E

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1741.

104196E

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1742.

104196F

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1743.

104196M

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1744.

104196L

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1745.

104196A

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1746.

104196I

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1747.

104196B

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1748.

104196J

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104196G

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104012M

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104012E

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104012L

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1755.

104012C

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1756.

104012N

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1757.

104012A

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104118F

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104118L

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104118I

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104118G

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104118J

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1763.

104118C

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1764.

104118K

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104118A

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1766.

104114F

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1767.

104065A

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1768.

103470D

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1769.

103470E

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1770.

104114G

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1771.

104114E

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1772.

104114H

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1773.

104114N

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1774.

104114A

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1775.

103931M

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1776.

103931A

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103931E

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1778.

103931H

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1779.

103931G

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1780.

103931N

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1781.

103202K

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1782.

103202D

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1783.

103202I

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1784.

103202F

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103202G

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1786.

102900I

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1787.

102900D

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1788.

102900B

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1789.

102900M

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1790.

102900G

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1791.

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