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# Unique solved — yangster67

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

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Filters: none

Count: 3,130

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,082 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: [implementation](#), [math](#)

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2.

2210A

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Quality: 22,244 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [dp](#), [greedy](#), [number theory](#)

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3.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

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4.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,691 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: [greedy](#), [math](#)

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5.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,933 global accepts · Rating: 800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: [brute force](#), [games](#), [implementation](#), [math](#)

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6.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,088 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)

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7.

2191A

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Quality: 27,784 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

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8.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,710 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)

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9.

2185A

[Perfect Root](#) · [Tutorial](#)

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**10.**

2189A

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**11.**

2173A

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

Quality: 23,784 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**12.**

2175A

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**13.**

2176A

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**14.**

2166A

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**15.**

2157A

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**16.**

2171A

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**17.**

2163A

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Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
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**18.**

2154A

[Notelock](#) · [Tutorial](#)

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**19.**

2156A

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**20.**

2161A

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implementation, math

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**21.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

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[yangster67's solution](#)

**22.**

2167B

[Your Name](#) · [Tutorial](#)

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**23.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,472 global accepts · Rating: 800 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: math, sortings

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**24.**

2160A

[MEX Partition](#) · [Tutorial](#)

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**25.**

2162A

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

Quality: 41,593 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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**26.**

2146A

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

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**27.**

2152A

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

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**28.**

2155A

[El fucho](#) · [Tutorial](#)

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**29.**

2147A

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

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**30.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

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**31.**

2149A

[Be Positive](#) · [Tutorial](#)

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**32.**

2151A

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

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[yangster67's solution](#)

**33.**

2144A

[Cut the Array](#) · [Tutorial](#)

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[yangster67's solution](#)

**34.**

2140A

[Shift Sort](#) · [Tutorial](#)

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**35.**

2148B

[Lasers](#) · [Tutorial](#)

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**36.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

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**37.**

2143A

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**38.**

2133B

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**39.**

2133A

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**40.**

2134A

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**41.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,122 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**42.**

2030A

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Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**43.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

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**44.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

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**45.**

2021A

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**46.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

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**47.**

2014B

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**48.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,709 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**49.**

2003B

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

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**50.**

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**51.**

2000A

[Primary Task](#) · [Tutorial](#)

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- 52.**  
2000B  
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Quality: 40,615 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[yangster67's solution](#)
- 53.**  
2002A  
[Distanced Coloring](#) · [Tutorial](#)  
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[yangster67's solution](#)
- 54.**  
1998A  
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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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- 55.**  
1999C  
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Quality: 41,644 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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- 56.**  
1999A  
[A+B Again?](#) · [Tutorial](#)  
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- 57.**  
1993A  
[Question Marks](#) · [Tutorial](#)  
Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)
- 58.**  
1997A  
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- 59.**  
1991A  
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- 60.**  
1996B  
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- 61.**  
1996A  
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Quality: 57,382 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
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- 62.**  
1995A  
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math

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**63.**

1994A

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

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**64.**

1992B

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Quality: 37,946 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**65.**

1992A

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**66.**

1983A

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

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**67.**

1987A

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**68.**

1989A

[Catch the Coin](#) · [Tutorial](#)

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**69.**

1982A

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Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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**70.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[yangster67's solution](#)

**71.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,201 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[yangster67's solution](#)

**72.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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- 73.**  
1978A  
[Alice and Books](#) · [Tutorial](#)  
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
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- 74.**  
1981A  
[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)  
Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
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- 75.**  
1979A  
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Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
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- 76.**  
1985B  
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[yangster67's solution](#)
- 77.**  
1985A  
[Creating Words](#) · [Tutorial](#)  
Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)
- 78.**  
1984A  
[Strange Splitting](#) · [Tutorial](#)  
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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- 79.**  
1980B  
[Choosing Cubes](#) · [Tutorial](#)  
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- 80.**  
1980A  
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Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math  
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- 81.**  
1971B  
[Different String](#) · [Tutorial](#)  
Quality: 44,715 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)
- 82.**  
1971A  
[My First Sorting Problem](#) · [Tutorial](#)  
Quality: 59,498 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)
- 83.**  
1976A  
[Verify Password](#) · [Tutorial](#)  
Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
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**84.**

1974B

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Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
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**85.**

1974A

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**86.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**87.**

1957A

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**88.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
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**89.**

1956A

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**90.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

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**91.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,811 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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**92.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**93.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,906 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**94.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**95.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,454 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**96.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**97.**

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yangster67's solution](#)

**98.**

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

**99.**

1948A

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

Quality: 30,995 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[yangster67's solution](#)

**100.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**101.**

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**102.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[yangster67's solution](#)

**103.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**104.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[yangster67's solution](#)

**105.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,108 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**106.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**107.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**108.**

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**109.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[yangster67's solution](#)

**110.**

1926A

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

Quality: 62,198 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**111.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**112.**

1929A

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

Quality: 34,943 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yangster67's solution](#)

**113.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**114.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,368 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**115.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

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

[yangster67's solution](#)

**116.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[yangster67's solution](#)

**117.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,149 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

**118.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**119.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**120.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**121.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**122.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,318 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**123.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**124.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[yangster67's solution](#)

**125.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[yangster67's solution](#)

**126.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**127.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**128.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**129.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[yangster67's solution](#)

**130.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**131.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**132.**

1914A

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

Quality: 35,156 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**133.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**134.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,185 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[yangster67's solution](#)

**135.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[yangster67's solution](#)

**136.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,801 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[yangster67's solution](#)

**137.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**138.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**139.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**140.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,342 global accepts · Rating: 800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[yangster67's solution](#)

**141.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,646 global accepts · Rating: 800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**142.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,759 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**143.**

1899A

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

Quality: 92,763 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[yangster67's solution](#)

**144.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,108 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[yangster67's solution](#)

**145.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[yangster67's solution](#)

**146.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**147.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings  
[yangster67's solution](#)

**148.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**149.**

1881A

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

Quality: 59,331 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[yangster67's solution](#)

**150.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,326 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**151.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[yangster67's solution](#)

**152.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**153.**

1878A

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

Quality: 78,679 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**154.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**155.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**156.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,012 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[yangster67's solution](#)

**157.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,005 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**158.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,695 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**159.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,401 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[yangster67's solution](#)

**160.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**161.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**162.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,204 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[yangster67's solution](#)

**163.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[yangster67's solution](#)

**164.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,180 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**165.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,355 global accepts · Rating: 800 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**166.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**167.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**168.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**169.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[yangster67's solution](#)

**170.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**171.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,996 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**172.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,267 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[yangster67's solution](#)

**173.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**174.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**175.**

1831A

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

Quality: 46,306 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**176.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**177.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,348 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[yangster67's solution](#)

**178.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**179.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[yangster67's solution](#)

**180.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,415 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**181.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**182.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**183.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**184.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**185.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**186.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,064 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**187.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[yangster67's solution](#)

**188.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[yangster67's solution](#)

**189.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**190.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**191.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**192.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**193.**

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**194.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**195.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[yangster67's solution](#)

**196.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,468 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[yangster67's solution](#)

**197.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**198.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**199.**

1846A

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

Quality: 34,782 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**200.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**201.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[yangster67's solution](#)

**202.**

1845A

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

Quality: 47,355 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[yangster67's solution](#)

**203.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[yangster67's solution](#)

**204.**

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[yangster67's solution](#)

**205.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers  
[yangster67's solution](#)

**206.**

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[yangster67's solution](#)

**207.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,657 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**208.**

1837A

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

Quality: 54,846 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**209.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[yangster67's solution](#)

**210.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers  
[yangster67's solution](#)

**211.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**212.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[yangster67's solution](#)

**213.**

1833C

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

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**214.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**215.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yangster67's solution](#)

**216.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[yangster67's solution](#)

**217.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,042 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**218.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,700 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**219.**

1805B

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

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**220.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,940 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[yangster67's solution](#)

**221.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yangster67's solution](#)

**222.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**223.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**224.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**225.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**226.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**227.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[yangster67's solution](#)

**228.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[yangster67's solution](#)

**229.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,454 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**230.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,626 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[yangster67's solution](#)

**231.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**232.**

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[yangster67's solution](#)

**233.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**234.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

**235.**

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[yangster67's solution](#)

**236.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[yangster67's solution](#)

**237.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**238.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,723 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**239.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math  
[yangster67's solution](#)

**240.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers  
[yangster67's solution](#)

**241.**

1789A

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

Quality: 32,976 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**242.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**243.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,003 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**244.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**245.**

1791C

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

Quality: 74,180 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[yangster67's solution](#)

**246.**

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[yangster67's solution](#)

**247.**

1791A

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

Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**248.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**249.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**250.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings  
[yangster67's solution](#)

**251.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**252.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**253.**

1777A

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

Quality: 44,018 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**254.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[yangster67's solution](#)

**255.**

1782A

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

Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[yangster67's solution](#)

**256.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[yangster67's solution](#)

**257.**

1783A

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

Quality: 48,726 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

sortings

[yangster67's solution](#)

**258.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

**259.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**260.**

1763A

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

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

[yangster67's solution](#)

**261.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**262.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,434 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**263.**

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**264.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yangster67's solution](#)

**265.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**266.**

1762A

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

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

[yangster67's solution](#)

**267.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,022 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**268.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**269.**

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**270.**

1769A

[B47C@Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[yangster67's solution](#)

**271.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,376 global accepts · Rating: 800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[yangster67's solution](#)

**272.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,913 global accepts · Rating: 800 · first AC: 2020-12-02 · last AC: 2022-12-06 · GNU C++11 (first AC) · Tags: brute force, math

[yangster67's solution](#)

**273.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**274.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**275.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**276.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**277.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**278.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,126 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**279.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[yangster67's solution](#)

**280.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**281.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[yangster67's solution](#)

**282.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,905 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[yangster67's solution](#)

**283.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**284.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**285.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**286.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[yangster67's solution](#)

**287.**

1760B

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

Quality: 53,342 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yangster67's solution](#)

**288.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,941 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[yangster67's solution](#)

**289.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[yangster67's solution](#)

**290.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**291.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**292.**

1750B

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

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

[yangster67's solution](#)

**293.**

1750A

[Indirect Sort](#) · [Tutorial](#)

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

[yangster67's solution](#)

**294.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**295.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[yangster67's solution](#)

**296.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[yangster67's solution](#)

**297.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**298.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**299.**

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[yangster67's solution](#)

**300.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**301.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**302.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[yangster67's solution](#)

**303.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**304.**

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**305.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[yangster67's solution](#)

**306.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**307.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,103 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[yangster67's solution](#)

**308.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,312 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**309.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**310.**

1741A

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

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**311.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[yangster67's solution](#)

**312.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**313.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**314.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[yangster67's solution](#)

**315.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**316.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**317.**

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**318.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**319.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[yangster67's solution](#)

**320.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[yangster67's solution](#)

**321.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**322.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**323.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[yangster67's solution](#)

**324.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**325.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,177 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[yangster67's solution](#)

**326.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,457 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**327.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,633 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**328.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**329.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**330.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[yangster67's solution](#)

**331.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**332.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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**333.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[yangster67's solution](#)

**334.**

1712A

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Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**335.**

1561A

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[yangster67's solution](#)

**336.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,583 global accepts · Rating: 800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**337.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**338.**

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[yangster67's solution](#)

**339.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**340.**

1716A

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**341.**

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**342.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**343.**

1714B

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Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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**344.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**345.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**346.**

1520B

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Quality: 49,633 global accepts · Rating: 800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**347.**

1520A

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Quality: 58,460 global accepts · Rating: 800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**348.**

1550A

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[yangster67's solution](#)

**349.**

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**350.**

1709A

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Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[yangster67's solution](#)

**351.**

1473A

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Quality: 37,431 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[yangster67's solution](#)

**352.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[yangster67's solution](#)

**353.**

1708A

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[yangster67's solution](#)

**354.**

1705A

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[yangster67's solution](#)

**355.**

1703C

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[yangster67's solution](#)

**356.**

1703B

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[yangster67's solution](#)

**357.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,247 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**358.**

1702B

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[yangster67's solution](#)

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1702A

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[yangster67's solution](#)

**360.**

1701B

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[yangster67's solution](#)

**361.**

1701A

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[yangster67's solution](#)

**362.**

1688B

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[yangster67's solution](#)

**363.**

1700A

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[yangster67's solution](#)

**364.**

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[yangster67's solution](#)

**365.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**366.**

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**367.**

1684A

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Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings  
[yangster67's solution](#)

**368.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yangster67's solution](#)

**369.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[yangster67's solution](#)

**370.**

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**371.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[yangster67's solution](#)

**372.**

1694A

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Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**373.**

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**374.**

1680A

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

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
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**375.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

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**376.**

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
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**377.**

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**378.**

1695A

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**379.**

1549B

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**380.**

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-06-26 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**381.**

1696A

[NIT orz!](#) · [Tutorial](#)

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**382.**

1668A

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[yangster67's solution](#)

**383.**

1691A

[Beat The Odds](#) · [Tutorial](#)

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[yangster67's solution](#)

**384.**

1690C

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

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[yangster67's solution](#)

**385.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**386.**

1690A

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Quality: 35,632 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**387.**

1678A

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Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**388.**

1689A

[Lex String](#) · [Tutorial](#)

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[yangster67's solution](#)

**389.**

1692C

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**390.**

1692B

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**391.**

1692A

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**392.**

1675A

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Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**393.**

1673A

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**394.**

1672B

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**395.**

1672A

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**396.**

1686A

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**397.**

1670A

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**398.**

1676C

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[yangster67's solution](#)

**399.**

1676B

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**400.**

1676A

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**401.**

1674B

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**402.**

1674A

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**403.**

1671A

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**404.**

1669C

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**405.**

1669B

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**406.**

1669A

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**407.**

1566A

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**408.**

1566B

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Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**409.**

1567A

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**410.**

1661A

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**411.**

1665A

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**412.**

1573A

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**413.**

1574A

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**414.**

1583A

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**415.**

1592A

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**416.**

1660B

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**417.**

1660A

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**418.**

1658B

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**419.**

1658A

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**420.**

1549A

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**421.**

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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**422.**

1657B

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[yangster67's solution](#)

**423.**

1657A

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**424.**

1654B

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**425.**

1654A

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**426.**

1582A

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**427.**

1569A

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**428.**

1602A

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**429.**

1512A

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1553A

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**431.**

1594A

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**432.**

1647A

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1651B

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**434.**

1651A

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**435.**

1650A

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**436.**

1649A

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1646B

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1646A

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**439.**

1557A

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1642A

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1644B

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1644A

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**443.**

1537A

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1635B

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**445.**

1635A

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**446.**

1604A

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**447.**

1608A

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**448.**

1638A

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1637A

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1598A

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**451.**

1525A

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**452.**

1551B1

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**453.**

1551A

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**454.**

1634A

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**455.**

1538A

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**456.**

1538B

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1611B

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**458.**

1633B

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1633A

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1632A

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1631A

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1625A

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1621A

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1620A

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**465.**

1629B

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1629A

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**467.**

1615A

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**468.**

1614A

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**469.**

1593A

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**470.**

1617A

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**471.**

1616A

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**472.**

1626A

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1627A

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1611A

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1624A

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1619B

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1619A

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1623A

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[Life of a Flower](#) · [Tutorial](#)

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[yangster67's solution](#)

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1618B

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1618A

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**483.**

1581A

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**484.**

1612A

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[yangster67's solution](#)

**485.**

1589A

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**486.**

1605A

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**487.**

1607A

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**488.**

1490A

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**489.**

1472B

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**490.**

1472A

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Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**491.**

1466B

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**492.**

1466A

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**493.**

1459A

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**494.**

1465A

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**495.**

1462B

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**496.**

1462A

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**497.**

1358A

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**498.**

1461A

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1400A

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384A

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71A

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Quality: 503,291 global accepts · Rating: 800 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: strings

[yangster67's solution](#)

**502.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,066 global accepts · Rating: 800 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**503.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**504.**

1453A

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

Quality: 24,266 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**505.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**506.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, math  
[yangster67's solution](#)

**507.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**508.**

1454A

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

Quality: 44,061 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities  
[yangster67's solution](#)

**509.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**510.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy  
[yangster67's solution](#)

**511.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**512.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**513.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**514.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**515.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**516.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory  
[yangster67's solution](#)

**517.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**518.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2020-11-06 · last AC: 2020-11-06 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**519.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,096 global accepts · Rating: 800 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[yangster67's solution](#)

**520.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**521.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force  
[yangster67's solution](#)

**522.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,676 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**523.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**524.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,210 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force  
[yangster67's solution](#)

**525.**

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[yangster67's solution](#)

**526.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,951 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**527.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[yangster67's solution](#)

**528.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**529.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**530.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**531.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**532.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,952 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**533.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force

[yangster67's solution](#)

**534.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,240 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**535.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,221 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[yangster67's solution](#)

**536.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**537.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation, math

[yangster67's solution](#)

**538.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**539.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,426 global accepts · Rating: 800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**540.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**541.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**542.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,648 global accepts · Rating: 800 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**543.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: geometry, math  
[yangster67's solution](#)

**544.**

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**545.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**546.**

1426A

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Quality: 54,961 global accepts · Rating: 800 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**547.**

112A

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

Quality: 287,276 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**548.**

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,668 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: brute force  
[yangster67's solution](#)

**549.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,478 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[yangster67's solution](#)

**550.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,311 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**551.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**552.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,213 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**553.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,025 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**554.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,422 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**555.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: greedy  
[yangster67's solution](#)

**556.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,597 global accepts · Rating: 800 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**557.**

1409A

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

Quality: 80,428 global accepts · Rating: 800 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**558.**

1352A

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

Quality: 104,128 global accepts · Rating: 800 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**559.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,553 global accepts · Rating: 900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[yangster67's solution](#)

**560.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,988 global accepts · Rating: 900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**561.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,118 global accepts · Rating: 900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[yangster67's solution](#)

**562.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**563.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,057 global accepts · Rating: 900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**564.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[yangster67's solution](#)

**565.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,143 global accepts · Rating: 900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[yangster67's solution](#)

**566.**

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**567.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**568.**

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,932 global accepts · Rating: 900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[yangster67's solution](#)

**569.**

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**570.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[yangster67's solution](#)

**571.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**572.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[yangster67's solution](#)

**573.**

1992C

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

Quality: 33,261 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**574.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**575.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[yangster67's solution](#)

**576.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**577.**

1971C

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

Quality: 41,579 global accepts · Rating: 900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**578.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**579.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy  
[yangster67's solution](#)

**580.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**581.**

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yangster67's solution](#)

**582.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,689 global accepts · Rating: 900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yangster67's solution](#)

**583.**

1927B

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

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

**584.**

1918B

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

Quality: 27,025 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yangster67's solution](#)

**585.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,604 global accepts · Rating: 900 · first AC: 2024-01-16 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**586.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yangster67's solution](#)

**587.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[yangster67's solution](#)

**588.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,387 global accepts · Rating: 900 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**589.**

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yangster67's solution](#)

**590.**

1582B

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

Quality: 33,366 global accepts · Rating: 900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**591.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**592.**

1875A

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

Quality: 47,016 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[yangster67's solution](#)

**593.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**594.**

1878C

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

Quality: 57,658 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**595.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**596.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**597.**

1872B

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

Quality: 30,497 global accepts · Rating: 900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**598.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[yangster67's solution](#)

**599.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[yangster67's solution](#)

**600.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,986 global accepts · Rating: 900 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[yangster67's solution](#)

**601.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**602.**

1855B

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

Quality: 44,936 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[yangster67's solution](#)

**603.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,817 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yangster67's solution](#)

#### 604.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[yangster67's solution](#)

#### 605.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

#### 606.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,879 global accepts · Rating: 900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

#### 607.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[yangster67's solution](#)

#### 608.

1837B

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

Quality: 50,105 global accepts · Rating: 900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

#### 609.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

#### 610.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[yangster67's solution](#)

#### 611.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

#### 612.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yangster67's solution](#)

#### 613.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[yangster67's solution](#)

#### 614.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[yangster67's solution](#)

**615.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**616.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**617.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**618.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**619.**

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[yangster67's solution](#)

**620.**

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**621.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**622.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**623.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**624.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**625.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**626.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,263 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yangster67's solution](#)

**627.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**628.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,089 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**629.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yangster67's solution](#)

**630.**

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**631.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**632.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,560 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**633.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**634.**

1380A

[Three Indices](#) · [Tutorial](#)

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[yangster67's solution](#)

**635.**

1714A

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**636.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, strings

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**637.**

1709B

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Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[yangster67's solution](#)

**638.**

1705B

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

Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yangster67's solution](#)

**639.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[yangster67's solution](#)

**640.**

1699B

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

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[yangster67's solution](#)

**641.**

1697B

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[yangster67's solution](#)

**642.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[yangster67's solution](#)

**643.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,957 global accepts · Rating: 900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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**644.**

1696B

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

Quality: 36,330 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**645.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,174 global accepts · Rating: 900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**646.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**647.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
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**648.**

1675B

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

Quality: 43,293 global accepts · Rating: 900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**649.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,110 global accepts · Rating: 900 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**650.**

1665B

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

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**651.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[yangster67's solution](#)

**652.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,590 global accepts · Rating: 900 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**653.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**654.**

1610A

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

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**655.**

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**656.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,311 global accepts · Rating: 900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**657.**

1525B

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[yangster67's solution](#)

**658.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[yangster67's solution](#)

**659.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[yangster67's solution](#)

**660.**

1593B

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

Quality: 40,650 global accepts · Rating: 900 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math  
[yangster67's solution](#)

**661.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,946 global accepts · Rating: 900 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**662.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[yangster67's solution](#)

**663.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,486 global accepts · Rating: 900 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[yangster67's solution](#)

**664.**

1613A

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**665.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**666.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 900 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**667.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**668.**

1475B

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

Quality: 57,257 global accepts · Rating: 900 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, dp, math  
[yangster67's solution](#)

**669.**

1475A

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Quality: 86,827 global accepts · Rating: 900 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**670.**

1471A

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Quality: 38,209 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
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**671.**

1462C

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Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**672.**

1401A

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

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**673.**

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**674.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings  
[yangster67's solution](#)

**675.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,333 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**676.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: math, sortings  
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**677.**

1373B

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[yangster67's solution](#)

**678.**

1282A

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**679.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,392 global accepts · Rating: 900 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: greedy

[yangster67's solution](#)

**680.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**681.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 900 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[yangster67's solution](#)

**682.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**683.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[yangster67's solution](#)

**684.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,677 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**685.**

580A

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

Quality: 104,692 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[yangster67's solution](#)

**686.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation, math

[yangster67's solution](#)

**687.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**688.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[yangster67's solution](#)

**689.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math, number theory

[yangster67's solution](#)

**690.**

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**691.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**692.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: geometry

[yangster67's solution](#)

**693.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**694.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**695.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[yangster67's solution](#)

**696.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[yangster67's solution](#)

**697.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**698.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: math, sortings

[yangster67's solution](#)

**699.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,011 global accepts · Rating: 900 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**700.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,108 global accepts · Rating: 1000 · first AC: 2024-06-12 · last AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**701.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,913 global accepts · Rating: 1000 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**702.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[yangster67's solution](#)

**703.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**704.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation  
[yangster67's solution](#)

**705.**

2167D

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

Quality: 30,208 global accepts · Rating: 1000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[yangster67's solution](#)

**706.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[yangster67's solution](#)

**707.**

2147B

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

Quality: 16,966 global accepts · Rating: 1000 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**708.**

2144B

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

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**709.**

2148D

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

Quality: 26,745 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yangster67's solution](#)

**710.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[yangster67's solution](#)

**711.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[yangster67's solution](#)

**712.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[yangster67's solution](#)

**713.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**714.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[yangster67's solution](#)

**715.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**716.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[yangster67's solution](#)

**717.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[yangster67's solution](#)

**718.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**719.**

1955B

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

Quality: 32,265 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[yangster67's solution](#)

**720.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[yangster67's solution](#)

**721.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**722.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[yangster67's solution](#)

**723.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,184 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yangster67's solution](#)

**724.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,887 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[yangster67's solution](#)

**725.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**726.**

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[yangster67's solution](#)

**727.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 1000 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yangster67's solution](#)

**728.**

1907B

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

Quality: 30,383 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[yangster67's solution](#)

**729.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**730.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**731.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**732.**

1876A

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

Quality: 34,925 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**733.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[yangster67's solution](#)

**734.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yangster67's solution](#)

**735.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,058 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**736.**

1858C

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

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

[yangster67's solution](#)

**737.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**738.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[yangster67's solution](#)

**739.**

1859B

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

Quality: 43,905 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yangster67's solution](#)

**740.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,379 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**741.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**742.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**743.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math  
[yangster67's solution](#)

**744.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**745.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**746.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[yangster67's solution](#)

**747.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**748.**

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**749.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**750.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,576 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[yangster67's solution](#)

**751.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,168 global accepts · Rating: 1000 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[yangster67's solution](#)

**752.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**753.**

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**754.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**755.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[yangster67's solution](#)

**756.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[yangster67's solution](#)

**757.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**758.**

1786C

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

Rating: 1000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**759.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,272 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[yangster67's solution](#)

**760.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**761.**

1782B

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

Rating: 1000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**762.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**763.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[yangster67's solution](#)

**764.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**765.**

1766B

[Notepad#](#) · [Tutorial](#)

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

[yangster67's solution](#)

**766.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**767.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**768.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yangster67's solution](#)

**769.**

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**770.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**771.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**772.**

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[yangster67's solution](#)

**773.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[yangster67's solution](#)

**774.**

1761B

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

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

[yangster67's solution](#)

**775.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**776.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[yangster67's solution](#)

**777.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,101 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[yangster67's solution](#)

**778.**

1725B

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

Quality: 28,275 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yangster67's solution](#)

**779.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**780.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,610 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**781.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**782.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**783.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**784.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,922 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[yangster67's solution](#)

**785.**

1474B

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

Quality: 40,335 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yangster67's solution](#)

**786.**

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**787.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,240 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**788.**

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**789.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[yangster67's solution](#)

**790.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[yangster67's solution](#)

**791.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**792.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[yangster67's solution](#)

**793.**

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[yangster67's solution](#)

**794.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,315 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yangster67's solution](#)

**795.**

1690D

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

Quality: 47,037 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[yangster67's solution](#)

**796.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[yangster67's solution](#)

**797.**

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings  
[yangster67's solution](#)

**798.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,958 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yangster67's solution](#)

**799.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[yangster67's solution](#)

**800.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**801.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**802.**

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[yangster67's solution](#)

**803.**

1620B

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

Quality: 31,477 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math  
[yangster67's solution](#)

**804.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[yangster67's solution](#)

**805.**

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**806.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[yangster67's solution](#)

**807.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[yangster67's solution](#)

**808.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

**809.**

1589B

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

Rating: 1000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yangster67's solution](#)

**810.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**811.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[yangster67's solution](#)

**812.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[yangster67's solution](#)

**813.**

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**814.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,060 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**815.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**816.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**817.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,376 global accepts · Rating: 1000 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: implementation, math

[yangster67's solution](#)

**818.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[yangster67's solution](#)

**819.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 1000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, math

[yangster67's solution](#)

**820.**

1438B

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

Quality: 29,073 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

**821.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**822.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**823.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: implementation, math

[yangster67's solution](#)

**824.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**825.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,611 global accepts · Rating: 1000 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: math

[yangster67's solution](#)

**826.**

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: implementation, number theory

[yangster67's solution](#)

**827.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**828.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**829.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**830.**

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**831.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation  
[yangster67's solution](#)

**832.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**833.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**834.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[yangster67's solution](#)

**835.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,532 global accepts · Rating: 1000 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**836.**

2211B

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

Quality: 11,634 global accepts · Rating: 1100 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math  
[yangster67's solution](#)

**837.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,432 global accepts · Rating: 1100 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[yangster67's solution](#)

**838.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,859 global accepts · Rating: 1100 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[yangster67's solution](#)

**839.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 1100 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[yangster67's solution](#)

**840.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,688 global accepts · Rating: 1100 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[yangster67's solution](#)

**841.**

2173B

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

Quality: 18,131 global accepts · Rating: 1100 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

**842.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 1100 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**843.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,240 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[yangster67's solution](#)

**844.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: greedy, math

[yangster67's solution](#)

**845.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,326 global accepts · Rating: 1100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yangster67's solution](#)

**846.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**847.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[yangster67's solution](#)

**848.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[yangster67's solution](#)

**849.**

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[yangster67's solution](#)

**850.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[yangster67's solution](#)

**851.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**852.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[yangster67's solution](#)

**853.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[yangster67's solution](#)

**854.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yangster67's solution](#)

**855.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**856.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[yangster67's solution](#)

**857.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[yangster67's solution](#)

**858.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[yangster67's solution](#)

**859.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yangster67's solution](#)

**860.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**861.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,558 global accepts · Rating: 1100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[yangster67's solution](#)

**862.**

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**863.**

1957B

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

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[yangster67's solution](#)

**864.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[yangster67's solution](#)

**865.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,496 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[yangster67's solution](#)

**866.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**867.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

**868.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yangster67's solution](#)

**869.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[yangster67's solution](#)

**870.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**871.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[yangster67's solution](#)

**872.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,951 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**873.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[yangster67's solution](#)

**874.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[yangster67's solution](#)

**875.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[yangster67's solution](#)

**876.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,539 global accepts · Rating: 1100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**877.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,358 global accepts · Rating: 1100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[yangster67's solution](#)

**878.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,592 global accepts · Rating: 1100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[yangster67's solution](#)

**879.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,921 global accepts · Rating: 1100 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yangster67's solution](#)

**880.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,871 global accepts · Rating: 1100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[yangster67's solution](#)

**881.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,365 global accepts · Rating: 1100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[yangster67's solution](#)

**882.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,019 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[yangster67's solution](#)

**883.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[yangster67's solution](#)

**884.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**885.**

1873E

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

Quality: 43,462 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[yangster67's solution](#)

**886.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[yangster67's solution](#)

**887.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**888.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[yangster67's solution](#)

**889.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**890.**

1863B

[Split Sort](#) · [Tutorial](#)

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

[yangster67's solution](#)

**891.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yangster67's solution](#)

**892.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[yangster67's solution](#)

**893.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**894.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**895.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**896.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[yangster67's solution](#)

**897.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**898.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**899.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**900.**

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[yangster67's solution](#)

**901.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,813 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[yangster67's solution](#)

**902.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[yangster67's solution](#)

**903.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**904.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**905.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,498 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers  
[yangster67's solution](#)

**906.**

1826B

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

Quality: 28,170 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**907.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[yangster67's solution](#)

**908.**

1821B

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

Quality: 28,335 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[yangster67's solution](#)

**909.**

1797B

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

Quality: 24,616 global accepts · Rating: 1100 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**910.**

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**911.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[yangster67's solution](#)

**912.**

1807G2

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

Quality: 27,846 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[yangster67's solution](#)

**913.**

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[yangster67's solution](#)

**914.**

1787B

[Number Factorization · Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**915.**

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,288 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

**916.**

1780B

[GCD Partition · Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**917.**

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**918.**

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**919.**

1762B

[Make Array Good · Tutorial](#)

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

[yangster67's solution](#)

**920.**

1413B

[A New Technique · Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**921.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[yangster67's solution](#)

**922.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**923.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[yangster67's solution](#)

**924.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[yangster67's solution](#)

**925.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[yangster67's solution](#)

**926.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yangster67's solution](#)

**927.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,109 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[yangster67's solution](#)

**928.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers  
[yangster67's solution](#)

**929.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**930.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[yangster67's solution](#)

**931.**

1726B

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

Quality: 16,852 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

math

[yangster67's solution](#)

**932.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**933.**

1717B

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

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

[yangster67's solution](#)

**934.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**935.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[yangster67's solution](#)

**936.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**937.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**938.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

**939.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,207 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[yangster67's solution](#)

**940.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yangster67's solution](#)

**941.**

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[yangster67's solution](#)

**942.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,138 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[yangster67's solution](#)

**943.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**944.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,410 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings  
[yangster67's solution](#)

**945.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[yangster67's solution](#)

**946.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**947.**

1673B

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

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[yangster67's solution](#)

**948.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yangster67's solution](#)

**949.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[yangster67's solution](#)

**950.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yangster67's solution](#)

**951.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**952.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[yangster67's solution](#)

**953.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[yangster67's solution](#)

**954.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**955.**

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers  
[yangster67's solution](#)

**956.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[yangster67's solution](#)

**957.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings  
[yangster67's solution](#)

**958.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[yangster67's solution](#)

**959.**

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**960.**

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  
[yangster67's solution](#)

**961.**

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[yangster67's solution](#)

**962.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**963.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**964.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yangster67's solution](#)

**965.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[yangster67's solution](#)

**966.**

1624C

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

Quality: 26,837 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[yangster67's solution](#)

**967.**

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  
[yangster67's solution](#)

**968.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,405 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[yangster67's solution](#)

**969.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[yangster67's solution](#)

**970.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yangster67's solution](#)

**971.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 1100 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[yangster67's solution](#)

**972.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[yangster67's solution](#)

**973.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, graphs

[yangster67's solution](#)

**974.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**975.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,928 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[yangster67's solution](#)

**976.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**977.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[yangster67's solution](#)

**978.**

368B

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

Quality: 49,902 global accepts · Rating: 1100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: data structures, dp

[yangster67's solution](#)

**979.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**980.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[yangster67's solution](#)

**981.**

1457B

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

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

[yangster67's solution](#)

**982.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[yangster67's solution](#)

**983.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**984.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[yangster67's solution](#)

**985.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**986.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: brute force  
[yangster67's solution](#)

**987.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: greedy, hashing, strings  
[yangster67's solution](#)

**988.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: dp, implementation  
[yangster67's solution](#)

**989.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation  
[yangster67's solution](#)

**990.**

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[yangster67's solution](#)

**991.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation, strings  
[yangster67's solution](#)

**992.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**993.**

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**994.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[yangster67's solution](#)

**995.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**996.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**997.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**998.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[yangster67's solution](#)

**999.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

**1000.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[yangster67's solution](#)

**1001.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**1002.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,793 global accepts · Rating: 1100 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: sortings

[yangster67's solution](#)

**1003.**

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,816 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[yangster67's solution](#)

**1004.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,090 global accepts · Rating: 1200 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[yangster67's solution](#)

**1005.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,137 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[yangster67's solution](#)

**1006.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,312 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1007.**

2175C

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

Rating: 1200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**1008.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yangster67's solution](#)

**1009.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[yangster67's solution](#)

**1010.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1200 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[yangster67's solution](#)

**1011.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**1012.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,681 global accepts · Rating: 1200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[yangster67's solution](#)

**1013.**

2136C

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

Rating: 1200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yangster67's solution](#)

**1014.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**1015.**

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yangster67's solution](#)

**1016.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,838 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[yangster67's solution](#)

**1017.**

2002C

[Black Circles](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1018.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[yangster67's solution](#)

**1019.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1020.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**1021.**

1983B

[Corner Twist](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1022.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1023.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**1024.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**1025.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**1026.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[yangster67's solution](#)

### 1027.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yangster67's solution](#)

### 1028.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[yangster67's solution](#)

### 1029.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[yangster67's solution](#)

### 1030.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[yangster67's solution](#)

### 1031.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[yangster67's solution](#)

### 1032.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[yangster67's solution](#)

### 1033.

1945C

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

Quality: 17,396 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[yangster67's solution](#)

### 1034.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[yangster67's solution](#)

### 1035.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

### 1036.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[yangster67's solution](#)

**1037.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[yangster67's solution](#)

**1038.**

1926C

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

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[yangster67's solution](#)

**1039.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[yangster67's solution](#)

**1040.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[yangster67's solution](#)

**1041.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**1042.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[yangster67's solution](#)

**1043.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[yangster67's solution](#)

**1044.**

1909B

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

Quality: 30,969 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[yangster67's solution](#)

**1045.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[yangster67's solution](#)

**1046.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yangster67's solution](#)

**1047.**

1582C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[yangster67's solution](#)

**1048.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**1049.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1050.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[yangster67's solution](#)

**1051.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1052.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,833 global accepts · Rating: 1200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[yangster67's solution](#)

**1053.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1054.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**1055.**

1860B

[Fancy Coins](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1056.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[yangster67's solution](#)

**1057.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**1058.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[yangster67's solution](#)

**1059.**

1857C

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

Quality: 41,761 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**1060.**

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[yangster67's solution](#)

**1061.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**1062.**

1848B

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

Quality: 24,410 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[yangster67's solution](#)

**1063.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,108 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[yangster67's solution](#)

**1064.**

1846D

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

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math  
[yangster67's solution](#)

**1065.**

1846C

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

Quality: 21,478 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings  
[yangster67's solution](#)

**1066.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[yangster67's solution](#)

**1067.**

1834C

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

Quality: 15,043 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings  
[yangster67's solution](#)

**1068.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1069.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yangster67's solution](#)

**1070.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1071.**

1808B

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

Quality: 29,671 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[yangster67's solution](#)

**1072.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yangster67's solution](#)

**1073.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[yangster67's solution](#)

**1074.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**1075.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[yangster67's solution](#)

**1076.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yangster67's solution](#)

**1077.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yangster67's solution](#)

### 1078.

1497C1

[k-LCM \(easy version\) · Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

### 1079.

1305B

[Kuroni and Simple Strings · Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[yangster67's solution](#)

### 1080.

1485B

[Replace and Keep Sorted · Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[yangster67's solution](#)

### 1081.

1747C

[Swap Game · Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[yangster67's solution](#)

### 1082.

1736B

[Playing with GCD · Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

### 1083.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[yangster67's solution](#)

### 1084.

1742E

[Scuza · Tutorial](#)

Quality: 38,627 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[yangster67's solution](#)

### 1085.

1738B

[Prefix Sum Addicts · Tutorial](#)

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yangster67's solution](#)

### 1086.

1734C

[Removing Smallest Multiples · Tutorial](#)

Quality: 28,634 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

### 1087.

1491B

[Minimal Cost · Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**1088.**

1729D

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

Quality: 30,755 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[yangster67's solution](#)

**1089.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1090.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[yangster67's solution](#)

**1091.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,795 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[yangster67's solution](#)

**1092.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 1200 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math  
[yangster67's solution](#)

**1093.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1094.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings  
[yangster67's solution](#)

**1095.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,588 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[yangster67's solution](#)

**1096.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings  
[yangster67's solution](#)

**1097.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**1098.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1099.**

1679B

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

Quality: 27,435 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[yangster67's solution](#)

**1100.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[yangster67's solution](#)

**1101.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,283 global accepts · Rating: 1200 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[yangster67's solution](#)

**1102.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[yangster67's solution](#)

**1103.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[yangster67's solution](#)

**1104.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[yangster67's solution](#)

**1105.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings  
[yangster67's solution](#)

**1106.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[yangster67's solution](#)

**1107.**

1657C

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

Quality: 17,684 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1108.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation  
[yangster67's solution](#)

**1109.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[yangster67's solution](#)

**1110.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yangster67's solution](#)

**1111.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1112.**

1635C

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

Quality: 25,137 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1113.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,582 global accepts · Rating: 1200 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[yangster67's solution](#)

**1114.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[yangster67's solution](#)

**1115.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1116.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yangster67's solution](#)

**1117.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yangster67's solution](#)

**1118.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[yangster67's solution](#)

**1119.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,718 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[yangster67's solution](#)

**1120.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[yangster67's solution](#)

**1121.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings  
[yangster67's solution](#)

**1122.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**1123.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**1124.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[yangster67's solution](#)

**1125.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1126.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1127.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**1128.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**1129.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**1130.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**1131.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,328 global accepts · Rating: 1200 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1132.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**1133.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[yangster67's solution](#)

**1134.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**1135.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**1136.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math  
[yangster67's solution](#)

**1137.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,814 global accepts · Rating: 1200 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: bitmasks, math  
[yangster67's solution](#)

**1138.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation  
[yangster67's solution](#)

**1139.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation, sortings  
[yangster67's solution](#)

**1140.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers  
[yangster67's solution](#)

**1141.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,773 global accepts · Rating: 1200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: binary search, math  
[yangster67's solution](#)

**1142.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,821 global accepts · Rating: 1200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1143.**

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[yangster67's solution](#)

**1144.**

2189C1

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

Quality: 13,901 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[yangster67's solution](#)

**1145.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1146.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[yangster67's solution](#)

**1147.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy  
[yangster67's solution](#)

**1148.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers  
[yangster67's solution](#)

**1149.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,161 global accepts · Rating: 1300 · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: bitmasks  
[yangster67's solution](#)

**1150.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms  
[yangster67's solution](#)

**1151.**

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[yangster67's solution](#)

**1152.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[yangster67's solution](#)

**1153.**

2144C

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

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[yangster67's solution](#)

**1154.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[yangster67's solution](#)

**1155.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[yangster67's solution](#)

**1156.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1157.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[yangster67's solution](#)

**1158.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**1159.**

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yangster67's solution](#)

**1160.**

1973B

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

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[yangster67's solution](#)

**1161.**

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

[yangster67's solution](#)

**1162.**

1981B

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

Quality: 16,437 global accepts · Rating: 1300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[yangster67's solution](#)

**1163.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

**1164.**

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1165.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**1166.**

1942C1

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

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

[yangster67's solution](#)

**1167.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yangster67's solution](#)

**1168.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**1169.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[yangster67's solution](#)

**1170.**

1926D

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

Quality: 18,375 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[yangster67's solution](#)

**1171.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,630 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[yangster67's solution](#)

**1172.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yangster67's solution](#)

**1173.**

1927D

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

Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[yangster67's solution](#)

**1174.**

1902C

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

Quality: 16,977 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yangster67's solution](#)

**1175.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**1176.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[yangster67's solution](#)

**1177.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,531 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[yangster67's solution](#)

**1178.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

**1179.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[yangster67's solution](#)

**1180.**

1889A

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

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

[yangster67's solution](#)

**1181.**

1220C

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

Quality: 10,814 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[yangster67's solution](#)

**1182.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1183.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers  
[yangster67's solution](#)

**1184.**

1881D

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

Quality: 28,440 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1185.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[yangster67's solution](#)

**1186.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[yangster67's solution](#)

**1187.**

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[yangster67's solution](#)

**1188.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[yangster67's solution](#)

**1189.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[yangster67's solution](#)

**1190.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[yangster67's solution](#)

**1191.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**1192.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[yangster67's solution](#)

**1193.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[yangster67's solution](#)

**1194.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[yangster67's solution](#)

**1195.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[yangster67's solution](#)

**1196.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[yangster67's solution](#)

**1197.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[yangster67's solution](#)

**1198.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**1199.**

1850F

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

Quality: 24,589 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[yangster67's solution](#)

**1200.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation  
[yangster67's solution](#)

**1201.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**1202.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math  
[yangster67's solution](#)

**1203.**

1846E1

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

Quality: 25,209 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[yangster67's solution](#)

**1204.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**1205.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[yangster67's solution](#)

**1206.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math  
[yangster67's solution](#)

**1207.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[yangster67's solution](#)

**1208.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings  
[yangster67's solution](#)

**1209.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[yangster67's solution](#)

**1210.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**1211.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**1212.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[yangster67's solution](#)

**1213.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1214.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[yangster67's solution](#)

**1215.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[yangster67's solution](#)

**1216.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1217.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[yangster67's solution](#)

**1218.**

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yangster67's solution](#)

**1219.**

1774C

[Ice and Fire](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1220.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1221.**

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[yangster67's solution](#)

**1222.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**1223.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[yangster67's solution](#)

**1224.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**1225.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yangster67's solution](#)

**1226.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[yangster67's solution](#)

**1227.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1228.**

1741D

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

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[yangster67's solution](#)

**1229.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[yangster67's solution](#)

**1230.**

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[yangster67's solution](#)

**1231.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[yangster67's solution](#)

**1232.**

1717C

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

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

[yangster67's solution](#)

**1233.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[yangster67's solution](#)

**1234.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[yangster67's solution](#)

**1235.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,052 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[yangster67's solution](#)

**1236.**

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[yangster67's solution](#)

**1237.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[yangster67's solution](#)

**1238.**

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**1239.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**1240.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[yangster67's solution](#)

**1241.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**1242.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yangster67's solution](#)

**1243.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[yangster67's solution](#)

**1244.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[yangster67's solution](#)

**1245.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[yangster67's solution](#)

**1246.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[yangster67's solution](#)

**1247.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**1248.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[yangster67's solution](#)

**1249.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[yangster67's solution](#)

**1250.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[yangster67's solution](#)

**1251.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1252.**

1650D

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

Quality: 14,704 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[yangster67's solution](#)

**1253.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1254.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math  
[yangster67's solution](#)

**1255.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers  
[yangster67's solution](#)

**1256.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[yangster67's solution](#)

**1257.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[yangster67's solution](#)

**1258.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[yangster67's solution](#)

**1259.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[yangster67's solution](#)

**1260.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[yangster67's solution](#)

**1261.**

1591C

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

Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**1262.**

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  
[yangster67's solution](#)

**1263.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,809 global accepts · Rating: 1300 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[yangster67's solution](#)

**1264.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[yangster67's solution](#)

**1265.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**1266.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[yangster67's solution](#)

**1267.**

1471C

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

Rating: 1300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[yangster67's solution](#)

**1268.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[yangster67's solution](#)

**1269.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1300 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: dp, math  
[yangster67's solution](#)

**1270.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[yangster67's solution](#)

**1271.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,833 global accepts · Rating: 1300 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory  
[yangster67's solution](#)

**1272.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: math, probabilities  
[yangster67's solution](#)

**1273.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[yangster67's solution](#)

**1274.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[yangster67's solution](#)

### 1275.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,150 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

### 1276.

862B

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

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[yangster67's solution](#)

### 1277.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yangster67's solution](#)

### 1278.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

### 1279.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

### 1280.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[yangster67's solution](#)

### 1281.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: greedy

[yangster67's solution](#)

### 1282.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation, strings

[yangster67's solution](#)

### 1283.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[yangster67's solution](#)

### 1284.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1285.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy  
[yangster67's solution](#)

**1286.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: combinatorics, implementation  
[yangster67's solution](#)

**1287.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**1288.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: greedy  
[yangster67's solution](#)

**1289.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: brute force, dp, implementation  
[yangster67's solution](#)

**1290.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings  
[yangster67's solution](#)

**1291.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**1292.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[yangster67's solution](#)

**1293.**

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings  
[yangster67's solution](#)

**1294.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: combinatorics, math  
[yangster67's solution](#)

**1295.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,960 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: math, two pointers

[yangster67's solution](#)

**1296.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,879 global accepts · Rating: 1300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: brute force

[yangster67's solution](#)

**1297.**

2190B1

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

Quality: 10,676 global accepts · Rating: 1400 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[yangster67's solution](#)

**1298.**

2173C

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

Quality: 12,392 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[yangster67's solution](#)

**1299.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1300.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[yangster67's solution](#)

**1301.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,844 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[yangster67's solution](#)

**1302.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,544 global accepts · Rating: 1400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[yangster67's solution](#)

**1303.**

2156C

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

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**1304.**

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[yangster67's solution](#)

**1305.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[yangster67's solution](#)

**1306.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

**1307.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[yangster67's solution](#)

**1308.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[yangster67's solution](#)

**1309.**

2014D

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

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[yangster67's solution](#)

**1310.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[yangster67's solution](#)

**1311.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yangster67's solution](#)

**1312.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[yangster67's solution](#)

**1313.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[yangster67's solution](#)

**1314.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1315.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[yangster67's solution](#)

**1316.**

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**1317.**

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[yangster67's solution](#)

**1318.**

1980D

[GCD-sequence · Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[yangster67's solution](#)

**1319.**

1974D

[Ingenuity-2 · Tutorial](#)

Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yangster67's solution](#)

**1320.**

1974C

[Beautiful Triple Pairs · Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures  
[yangster67's solution](#)

**1321.**

1965A

[Everything Nim · Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[yangster67's solution](#)

**1322.**

1955D

[Inaccurate Subsequence Search · Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[yangster67's solution](#)

**1323.**

1951C

[Ticket Hoarding · Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[yangster67's solution](#)

**1324.**

1097C

[Yuhao and a Parenthesis · Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1325.**

1103A

[Grid game · Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**1326.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1327.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[yangster67's solution](#)

**1328.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[yangster67's solution](#)

**1329.**

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[yangster67's solution](#)

**1330.**

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yangster67's solution](#)

**1331.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[yangster67's solution](#)

**1332.**

1927E

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

Quality: 17,056 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[yangster67's solution](#)

**1333.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[yangster67's solution](#)

**1334.**

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[yangster67's solution](#)

**1335.**

1919C

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

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[yangster67's solution](#)

**1336.**

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1337.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yangster67's solution](#)

**1338.**

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[yangster67's solution](#)

**1339.**

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[yangster67's solution](#)

**1340.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[yangster67's solution](#)

**1341.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

**1342.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[yangster67's solution](#)

**1343.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1344.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[yangster67's solution](#)

**1345.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[yangster67's solution](#)

**1346.**

1887A1

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

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

[yangster67's solution](#)

**1347.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[yangster67's solution](#)

**1348.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1349.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1350.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[yangster67's solution](#)

**1351.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,967 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[yangster67's solution](#)

**1352.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[yangster67's solution](#)

**1353.**

1863D

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

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

[yangster67's solution](#)

**1354.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[yangster67's solution](#)

**1355.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**1356.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy  
[yangster67's solution](#)

**1357.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1358.**

1830A

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

Quality: 20,323 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[yangster67's solution](#)

**1359.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[yangster67's solution](#)

**1360.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[yangster67's solution](#)

**1361.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[yangster67's solution](#)

**1362.**

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[yangster67's solution](#)

**1363.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[yangster67's solution](#)

**1364.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1365.**

1840D

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

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[yangster67's solution](#)

**1366.**

1838C

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

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

### 1367.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yangster67's solution](#)

### 1368.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

### 1369.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[yangster67's solution](#)

### 1370.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yangster67's solution](#)

### 1371.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,509 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

### 1372.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

### 1373.

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[yangster67's solution](#)

### 1374.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yangster67's solution](#)

### 1375.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[yangster67's solution](#)

### 1376.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[yangster67's solution](#)

**1377.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yangster67's solution](#)

**1378.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[yangster67's solution](#)

**1379.**

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[yangster67's solution](#)

**1380.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[yangster67's solution](#)

**1381.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yangster67's solution](#)

**1382.**

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[yangster67's solution](#)

**1383.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**1384.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[yangster67's solution](#)

**1385.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[yangster67's solution](#)

**1386.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[yangster67's solution](#)

**1387.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1388.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[yangster67's solution](#)

**1389.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yangster67's solution](#)

**1390.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yangster67's solution](#)

**1391.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[yangster67's solution](#)

**1392.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**1393.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1394.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[yangster67's solution](#)

**1395.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**1396.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[yangster67's solution](#)

**1397.**

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1398.**

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[yangster67's solution](#)

**1399.**

1374D

[Zero Remainder Array · Tutorial](#)

Quality: 31,094 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[yangster67's solution](#)

**1400.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[yangster67's solution](#)

**1401.**

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[yangster67's solution](#)

**1402.**

1696C

[Fishingprince Plays With Array · Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1403.**

1691C

[Sum of Substrings · Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[yangster67's solution](#)

**1404.**

1692G

[2^Sort · Tutorial](#)

Quality: 26,410 global accepts · Rating: 1400 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[yangster67's solution](#)

**1405.**

757B

[Bash's Big Day · Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**1406.**

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yangster67's solution](#)

**1407.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games  
[yangster67's solution](#)

**1408.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**1409.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[yangster67's solution](#)

**1410.**

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[yangster67's solution](#)

**1411.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[yangster67's solution](#)

**1412.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[yangster67's solution](#)

**1413.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[yangster67's solution](#)

**1414.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[yangster67's solution](#)

**1415.**

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[yangster67's solution](#)

**1416.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[yangster67's solution](#)

**1417.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[yangster67's solution](#)

**1418.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[yangster67's solution](#)

**1419.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[yangster67's solution](#)

**1420.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings  
[yangster67's solution](#)

**1421.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[yangster67's solution](#)

**1422.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[yangster67's solution](#)

**1423.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[yangster67's solution](#)

**1424.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1400 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math  
[yangster67's solution](#)

**1425.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yangster67's solution](#)

**1426.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[yangster67's solution](#)

**1427.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation  
[yangster67's solution](#)

**1428.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings  
[yangster67's solution](#)

**1429.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**1430.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, implementation  
[yangster67's solution](#)

**1431.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,241 global accepts · Rating: 1400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings  
[yangster67's solution](#)

**1432.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory  
[yangster67's solution](#)

**1433.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[yangster67's solution](#)

**1434.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings  
[yangster67's solution](#)

**1435.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[yangster67's solution](#)

**1436.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**1437.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings  
[yangster67's solution](#)

**1438.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,093 global accepts · Rating: 1400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[yangster67's solution](#)

### 1439.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yangster67's solution](#)

### 1440.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

### 1441.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[yangster67's solution](#)

### 1442.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[yangster67's solution](#)

### 1443.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[yangster67's solution](#)

### 1444.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

### 1445.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[yangster67's solution](#)

### 1446.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[yangster67's solution](#)

### 1447.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[yangster67's solution](#)

### 1448.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: games, greedy

[yangster67's solution](#)

**1449.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yangster67's solution](#)

**1450.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: games, math, number theory

[yangster67's solution](#)

**1451.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[yangster67's solution](#)

**1452.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yangster67's solution](#)

**1453.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[yangster67's solution](#)

**1454.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: greedy

[yangster67's solution](#)

**1455.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: interactive

[yangster67's solution](#)

**1456.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

**1457.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,126 global accepts · Rating: 1400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**1458.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

**1459.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: math

[yangster67's solution](#)

**1460.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**1461.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[yangster67's solution](#)

**1462.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[yangster67's solution](#)

**1463.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

**1464.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[yangster67's solution](#)

**1465.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**1466.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1467.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,281 global accepts · Rating: 1500 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[yangster67's solution](#)

**1468.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,225 global accepts · Rating: 1500 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[yangster67's solution](#)

**1469.**

2169D1

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

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

implementation, math, number theory

[yangster67's solution](#)

**1470.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yangster67's solution](#)

**1471.**

2146D1

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

Quality: 10,462 global accepts · Rating: 1500 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[yangster67's solution](#)

**1472.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-10-15 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yangster67's solution](#)

**1473.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,255 global accepts · Rating: 1500 · first AC: 2025-10-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[yangster67's solution](#)

**1474.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[yangster67's solution](#)

**1475.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[yangster67's solution](#)

**1476.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1477.**

1999G1

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

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

[yangster67's solution](#)

**1478.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**1479.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**1480.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[yangster67's solution](#)

**1481.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

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

[yangster67's solution](#)

**1482.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[yangster67's solution](#)

**1483.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[yangster67's solution](#)

**1484.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[yangster67's solution](#)

**1485.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[yangster67's solution](#)

**1486.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[yangster67's solution](#)

**1487.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[yangster67's solution](#)

**1488.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[yangster67's solution](#)

**1489.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yangster67's solution](#)

**1490.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[yangster67's solution](#)

**1491.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[yangster67's solution](#)

**1492.**

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1493.**

1891C

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

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[yangster67's solution](#)

**1494.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**1495.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yangster67's solution](#)

**1496.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[yangster67's solution](#)

**1497.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[yangster67's solution](#)

**1498.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yangster67's solution](#)

**1499.**

1876B

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

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

[yangster67's solution](#)

**1500.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[yangster67's solution](#)

**1501.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,843 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1502.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[yangster67's solution](#)

**1503.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,380 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp  
[yangster67's solution](#)

**1504.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, strings  
[yangster67's solution](#)

**1505.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings  
[yangster67's solution](#)

**1506.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[yangster67's solution](#)

**1507.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory  
[yangster67's solution](#)

**1508.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[yangster67's solution](#)

**1509.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
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**1510.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[yangster67's solution](#)

**1511.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[yangster67's solution](#)

**1512.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[yangster67's solution](#)

**1513.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1514.**

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yangster67's solution](#)

**1515.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[yangster67's solution](#)

**1516.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yangster67's solution](#)

**1517.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[yangster67's solution](#)

**1518.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1519.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yangster67's solution](#)

**1520.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[yangster67's solution](#)

**1521.**

1791F

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

Quality: 15,529 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[yangster67's solution](#)

**1522.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[yangster67's solution](#)

**1523.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1524.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[yangster67's solution](#)

**1525.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[yangster67's solution](#)

**1526.**

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[yangster67's solution](#)

**1527.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1528.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**1529.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[yangster67's solution](#)

**1530.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[yangster67's solution](#)

**1531.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[yangster67's solution](#)

**1532.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[yangster67's solution](#)

**1533.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures  
[yangster67's solution](#)

**1534.**

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory  
[yangster67's solution](#)

**1535.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[yangster67's solution](#)

**1536.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**1537.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings  
[yangster67's solution](#)

**1538.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[yangster67's solution](#)

**1539.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
[yangster67's solution](#)

**1540.**

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[yangster67's solution](#)

**1541.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[yangster67's solution](#)

**1542.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yangster67's solution](#)

**1543.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[yangster67's solution](#)

**1544.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[yangster67's solution](#)

**1545.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[yangster67's solution](#)

**1546.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**1547.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1548.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[yangster67's solution](#)

**1549.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[yangster67's solution](#)

**1550.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[yangster67's solution](#)

**1551.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[yangster67's solution](#)

**1552.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1553.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**1554.**

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[yangster67's solution](#)

**1555.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[yangster67's solution](#)

**1556.**

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[yangster67's solution](#)

**1557.**

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[yangster67's solution](#)

**1558.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[yangster67's solution](#)

**1559.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yangster67's solution](#)

**1560.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

**1561.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[yangster67's solution](#)

**1562.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[yangster67's solution](#)

**1563.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[yangster67's solution](#)

**1564.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[yangster67's solution](#)

**1565.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yangster67's solution](#)

**1566.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,484 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yangster67's solution](#)

**1567.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[yangster67's solution](#)

**1568.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[yangster67's solution](#)

**1569.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[yangster67's solution](#)

**1570.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[yangster67's solution](#)

**1571.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[yangster67's solution](#)

**1572.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**1573.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees  
[yangster67's solution](#)

**1574.**

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers  
[yangster67's solution](#)

**1575.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[yangster67's solution](#)

**1576.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers  
[yangster67's solution](#)

**1577.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: combinatorics  
[yangster67's solution](#)

**1578.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[yangster67's solution](#)

**1579.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy  
[yangster67's solution](#)

**1580.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**1581.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[yangster67's solution](#)

**1582.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**1583.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

**1584.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: greedy, two pointers

[yangster67's solution](#)

**1585.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**1586.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[yangster67's solution](#)

**1587.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[yangster67's solution](#)

**1588.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**1589.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[yangster67's solution](#)

**1590.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-14 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**1591.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-11-14 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[yangster67's solution](#)

### 1592.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

### 1593.

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[yangster67's solution](#)

### 1594.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: greedy, math

[yangster67's solution](#)

### 1595.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[yangster67's solution](#)

### 1596.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: math, number theory

[yangster67's solution](#)

### 1597.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,979 global accepts · Rating: 1500 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dp

[yangster67's solution](#)

### 1598.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[yangster67's solution](#)

### 1599.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: math, number theory

[yangster67's solution](#)

### 1600.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: data structures

[yangster67's solution](#)

### 1601.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**1602.**

2157D

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

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[yangster67's solution](#)**1603.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[yangster67's solution](#)**1604.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yangster67's solution](#)**1605.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[yangster67's solution](#)**1606.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[yangster67's solution](#)**1607.**

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[yangster67's solution](#)**1608.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[yangster67's solution](#)**1609.**

1994C

[Hungry Games](#) · [Tutorial](#)

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

[yangster67's solution](#)**1610.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[yangster67's solution](#)**1611.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-05-30 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[yangster67's solution](#)

**1612.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[yangster67's solution](#)

**1613.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[yangster67's solution](#)

**1614.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[yangster67's solution](#)

**1615.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**1616.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1617.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yangster67's solution](#)

**1618.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[yangster67's solution](#)

**1619.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[yangster67's solution](#)

**1620.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

**1621.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[yangster67's solution](#)

**1622.**

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**1623.**

1920C

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

Quality: 19,922 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**1624.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math  
[yangster67's solution](#)

**1625.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[yangster67's solution](#)

**1626.**

1904D1

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

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

[yangster67's solution](#)

**1627.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[yangster67's solution](#)

**1628.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[yangster67's solution](#)

**1629.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**1630.**

1886C

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

Quality: 16,607 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yangster67's solution](#)

**1631.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yangster67's solution](#)

**1632.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[yangster67's solution](#)

**1633.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[yangster67's solution](#)

**1634.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[yangster67's solution](#)

**1635.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[yangster67's solution](#)

**1636.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory  
[yangster67's solution](#)

**1637.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[yangster67's solution](#)

**1638.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[yangster67's solution](#)

**1639.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yangster67's solution](#)

**1640.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

**1641.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[yangster67's solution](#)

**1642.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[yangster67's solution](#)

**1643.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[yangster67's solution](#)

**1644.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yangster67's solution](#)

**1645.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[yangster67's solution](#)

**1646.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yangster67's solution](#)

**1647.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[yangster67's solution](#)

**1648.**

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**1649.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[yangster67's solution](#)

**1650.**

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[yangster67's solution](#)

**1651.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[yangster67's solution](#)

**1652.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[yangster67's solution](#)

**1653.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[yangster67's solution](#)

**1654.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[yangster67's solution](#)

**1655.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[yangster67's solution](#)

**1656.**

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**1657.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[yangster67's solution](#)

**1658.**

1795D

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

Quality: 13,073 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**1659.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

**1660.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[yangster67's solution](#)

**1661.**

1782C

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

Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[yangster67's solution](#)

**1662.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[yangster67's solution](#)

**1663.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[yangster67's solution](#)

**1664.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[yangster67's solution](#)

**1665.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[yangster67's solution](#)

**1666.**

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[yangster67's solution](#)

**1667.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1668.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math  
[yangster67's solution](#)

**1669.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[yangster67's solution](#)

**1670.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[yangster67's solution](#)

**1671.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[yangster67's solution](#)

**1672.**

1526C2

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

Quality: 29,739 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[yangster67's solution](#)

**1673.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**1674.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[yangster67's solution](#)

**1675.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[yangster67's solution](#)

**1676.**

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory  
[yangster67's solution](#)

**1677.**

1748C

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

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[yangster67's solution](#)

**1678.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1679.**

1741E

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

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[yangster67's solution](#)

**1680.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[yangster67's solution](#)

**1681.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation  
[yangster67's solution](#)

**1682.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1683.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[yangster67's solution](#)

**1684.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yangster67's solution](#)

**1685.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[yangster67's solution](#)

**1686.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yangster67's solution](#)

**1687.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[yangster67's solution](#)

**1688.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[yangster67's solution](#)

**1689.**

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yangster67's solution](#)

**1690.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[yangster67's solution](#)

**1691.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yangster67's solution](#)

**1692.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[yangster67's solution](#)

**1693.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[yangster67's solution](#)

**1694.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[yangster67's solution](#)

**1695.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yangster67's solution](#)

**1696.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[yangster67's solution](#)

**1697.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[yangster67's solution](#)

**1698.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[yangster67's solution](#)

**1699.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: trees

[yangster67's solution](#)

**1700.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[yangster67's solution](#)

**1701.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yangster67's solution](#)

**1702.**

1660D

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

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

[yangster67's solution](#)

**1703.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[yangster67's solution](#)

**1704.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[yangster67's solution](#)

**1705.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,699 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[yangster67's solution](#)

**1706.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[yangster67's solution](#)

**1707.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[yangster67's solution](#)

**1708.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math  
[yangster67's solution](#)

**1709.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[yangster67's solution](#)

**1710.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[yangster67's solution](#)

**1711.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[yangster67's solution](#)

**1712.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[yangster67's solution](#)

**1713.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1714.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**1715.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[yangster67's solution](#)

**1716.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings  
[yangster67's solution](#)

**1717.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers  
[yangster67's solution](#)

**1718.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: math, number theory  
[yangster67's solution](#)

**1719.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: math  
[yangster67's solution](#)

**1720.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[yangster67's solution](#)

**1721.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,620 global accepts · Rating: 1600 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: data structures, dp, math  
[yangster67's solution](#)

**1722.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, dp, greedy  
[yangster67's solution](#)

**1723.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

**1724.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[yangster67's solution](#)

**1725.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**1726.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[yangster67's solution](#)

**1727.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**1728.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

**1729.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[yangster67's solution](#)

**1730.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**1731.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**1732.**

2160D

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

Rating: 1700 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[yangster67's solution](#)

**1733.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yangster67's solution](#)

**1734.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[yangster67's solution](#)

**1735.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[yangster67's solution](#)

**1736.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[yangster67's solution](#)

**1737.**

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[yangster67's solution](#)

**1738.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search  
[yangster67's solution](#)

**1739.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[yangster67's solution](#)

**1740.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,759 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[yangster67's solution](#)

**1741.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings  
[yangster67's solution](#)

**1742.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[yangster67's solution](#)

**1743.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[yangster67's solution](#)

**1744.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[yangster67's solution](#)

**1745.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[yangster67's solution](#)

**1746.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[yangster67's solution](#)

**1747.**

1984C2

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

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

[yangster67's solution](#)

**1748.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,489 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[yangster67's solution](#)

**1749.**

1969C

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

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

[yangster67's solution](#)

**1750.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[yangster67's solution](#)

**1751.**

1942C2

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

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

[yangster67's solution](#)

**1752.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[yangster67's solution](#)

**1753.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[yangster67's solution](#)

**1754.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[yangster67's solution](#)

**1755.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[yangster67's solution](#)

**1756.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[yangster67's solution](#)

**1757.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[yangster67's solution](#)

**1758.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

**1759.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[yangster67's solution](#)

**1760.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[yangster67's solution](#)

**1761.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**1762.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[yangster67's solution](#)

**1763.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yangster67's solution](#)

**1764.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**1765.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
[yangster67's solution](#)

**1766.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[yangster67's solution](#)

**1767.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[yangster67's solution](#)

**1768.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[yangster67's solution](#)

**1769.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[yangster67's solution](#)

**1770.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[yangster67's solution](#)

**1771.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[yangster67's solution](#)

**1772.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees  
[yangster67's solution](#)

**1773.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and

conquer, dp, math

[yangster67's solution](#)

**1774.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yangster67's solution](#)

**1775.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[yangster67's solution](#)

**1776.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[yangster67's solution](#)

**1777.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yangster67's solution](#)

**1778.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[yangster67's solution](#)

**1779.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[yangster67's solution](#)

**1780.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[yangster67's solution](#)

**1781.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yangster67's solution](#)

**1782.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yangster67's solution](#)

**1783.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[yangster67's solution](#)

### 1784.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[yangster67's solution](#)

### 1785.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[yangster67's solution](#)

### 1786.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[yangster67's solution](#)

### 1787.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[yangster67's solution](#)

### 1788.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[yangster67's solution](#)

### 1789.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,140 global accepts · Rating: 1700 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[yangster67's solution](#)

### 1790.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[yangster67's solution](#)

### 1791.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yangster67's solution](#)

### 1792.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[yangster67's solution](#)

### 1793.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[yangster67's solution](#)

### 1794.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

### 1795.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[yangster67's solution](#)

### 1796.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

### 1797.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[yangster67's solution](#)

### 1798.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[yangster67's solution](#)

### 1799.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[yangster67's solution](#)

### 1800.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yangster67's solution](#)

### 1801.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[yangster67's solution](#)

### 1802.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[yangster67's solution](#)

### 1803.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[yangster67's solution](#)

### 1804.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yangster67's solution](#)

### 1805.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yangster67's solution](#)

### 1806.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[yangster67's solution](#)

### 1807.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[yangster67's solution](#)

### 1808.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yangster67's solution](#)

### 1809.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[yangster67's solution](#)

### 1810.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[yangster67's solution](#)

### 1811.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[yangster67's solution](#)

### 1812.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[yangster67's solution](#)

### 1813.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[yangster67's solution](#)

**1814.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yangster67's solution](#)

**1815.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[yangster67's solution](#)

**1816.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[yangster67's solution](#)

**1817.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[yangster67's solution](#)

**1818.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[yangster67's solution](#)

**1819.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yangster67's solution](#)

**1820.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[yangster67's solution](#)

**1821.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yangster67's solution](#)

**1822.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[yangster67's solution](#)

**1823.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[yangster67's solution](#)

**1824.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[yangster67's solution](#)

**1825.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[yangster67's solution](#)

**1826.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[yangster67's solution](#)

**1827.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[yangster67's solution](#)

**1828.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[yangster67's solution](#)

**1829.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yangster67's solution](#)

**1830.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yangster67's solution](#)

**1831.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

**1832.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yangster67's solution](#)

**1833.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yangster67's solution](#)

### 1834.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[yangster67's solution](#)

### 1835.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yangster67's solution](#)

### 1836.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[yangster67's solution](#)

### 1837.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[yangster67's solution](#)

### 1838.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yangster67's solution](#)

### 1839.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[yangster67's solution](#)

### 1840.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[yangster67's solution](#)

### 1841.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yangster67's solution](#)

### 1842.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

### 1843.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry,

greedy, implementation, math

[yangster67's solution](#)

**1844.**

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[yangster67's solution](#)

**1845.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**1846.**

1562D1

[Two Hundred Twenty One \(easy version\) · Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[yangster67's solution](#)

**1847.**

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[yangster67's solution](#)

**1848.**

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[yangster67's solution](#)

**1849.**

1598D

[Training Session · Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[yangster67's solution](#)

**1850.**

1312D

[Count the Arrays · Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**1851.**

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**1852.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**1853.**

489D

[Unbearable Controversy of Being · Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[yangster67's solution](#)

### 1854.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[yangster67's solution](#)

### 1855.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[yangster67's solution](#)

### 1856.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[yangster67's solution](#)

### 1857.

1625C

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

Quality: 13,289 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yangster67's solution](#)

### 1858.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

### 1859.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[yangster67's solution](#)

### 1860.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[yangster67's solution](#)

### 1861.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[yangster67's solution](#)

### 1862.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[yangster67's solution](#)

### 1863.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[yangster67's solution](#)

**1864.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yangster67's solution](#)

**1865.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[yangster67's solution](#)

**1866.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[yangster67's solution](#)

**1867.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[yangster67's solution](#)

**1868.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-12-07 · last AC: 2020-12-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[yangster67's solution](#)

**1869.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[yangster67's solution](#)

**1870.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**1871.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[yangster67's solution](#)

**1872.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[yangster67's solution](#)

**1873.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[yangster67's solution](#)

**1874.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, greedy  
[yangster67's solution](#)

**1875.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math  
[yangster67's solution](#)

**1876.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, trees  
[yangster67's solution](#)

**1877.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp  
[yangster67's solution](#)

**1878.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, math  
[yangster67's solution](#)

**1879.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math  
[yangster67's solution](#)

**1880.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,313 global accepts · Rating: 1700 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[yangster67's solution](#)

**1881.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[yangster67's solution](#)

**1882.**

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
[yangster67's solution](#)

**1883.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,623 global accepts · Rating: 1800 · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**1884.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[yangster67's solution](#)

### 1885.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[yangster67's solution](#)

### 1886.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[yangster67's solution](#)

### 1887.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,762 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[yangster67's solution](#)

### 1888.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[yangster67's solution](#)

### 1889.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[yangster67's solution](#)

### 1890.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

### 1891.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[yangster67's solution](#)

### 1892.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yangster67's solution](#)

### 1893.

2014E

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

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yangster67's solution](#)

### 1894.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[yangster67's solution](#)

### 1895.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[yangster67's solution](#)

### 1896.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yangster67's solution](#)

### 1897.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[yangster67's solution](#)

### 1898.

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

[yangster67's solution](#)

### 1899.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

### 1900.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[yangster67's solution](#)

### 1901.

1974E

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

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yangster67's solution](#)

### 1902.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yangster67's solution](#)

### 1903.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[yangster67's solution](#)

### 1904.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[yangster67's solution](#)

## 1905.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[yangster67's solution](#)

## 1906.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[yangster67's solution](#)

## 1907.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yangster67's solution](#)

## 1908.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[yangster67's solution](#)

## 1909.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[yangster67's solution](#)

## 1910.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[yangster67's solution](#)

## 1911.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[yangster67's solution](#)

## 1912.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yangster67's solution](#)

## 1913.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[yangster67's solution](#)

## 1914.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[yangster67's solution](#)

### 1915.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

### 1916.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[yangster67's solution](#)

### 1917.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[yangster67's solution](#)

### 1918.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[yangster67's solution](#)

### 1919.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[yangster67's solution](#)

### 1920.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[yangster67's solution](#)

### 1921.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yangster67's solution](#)

### 1922.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

### 1923.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[yangster67's solution](#)

### 1924.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[yangster67's solution](#)

### 1925.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

### 1926.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[yangster67's solution](#)

### 1927.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,937 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[yangster67's solution](#)

### 1928.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

### 1929.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[yangster67's solution](#)

### 1930.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yangster67's solution](#)

### 1931.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[yangster67's solution](#)

### 1932.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[yangster67's solution](#)

### 1933.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[yangster67's solution](#)

**1934.**

1053A

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

Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[yangster67's solution](#)

**1935.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[yangster67's solution](#)

**1936.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yangster67's solution](#)

**1937.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[yangster67's solution](#)

**1938.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[yangster67's solution](#)

**1939.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,426 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[yangster67's solution](#)

**1940.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yangster67's solution](#)

**1941.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[yangster67's solution](#)

**1942.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**1943.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[yangster67's solution](#)

**1944.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[yangster67's solution](#)

### 1945.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yangster67's solution](#)

### 1946.

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[yangster67's solution](#)

### 1947.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[yangster67's solution](#)

### 1948.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[yangster67's solution](#)

### 1949.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[yangster67's solution](#)

### 1950.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[yangster67's solution](#)

### 1951.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yangster67's solution](#)

### 1952.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

### 1953.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yangster67's solution](#)

**1954.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yangster67's solution](#)

**1955.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[yangster67's solution](#)

**1956.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[yangster67's solution](#)

**1957.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[yangster67's solution](#)

**1958.**

1725H

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

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**1959.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**1960.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[yangster67's solution](#)

**1961.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yangster67's solution](#)

**1962.**

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[yangster67's solution](#)

**1963.**

1509C

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

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**1964.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[yangster67's solution](#)**1965.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,367 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[yangster67's solution](#)**1966.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[yangster67's solution](#)**1967.**

1732C1

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

Quality: 7,575 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[yangster67's solution](#)**1968.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[yangster67's solution](#)**1969.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[yangster67's solution](#)**1970.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[yangster67's solution](#)**1971.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[yangster67's solution](#)**1972.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[yangster67's solution](#)**1973.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[yangster67's solution](#)

**1974.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[yangster67's solution](#)

**1975.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**1976.**

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,230 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[yangster67's solution](#)

**1977.**

1709C

[Recover an RBS · Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yangster67's solution](#)

**1978.**

1705D

[Mark and Lightbulbs · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

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**1979.**

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[yangster67's solution](#)

**1980.**

1548B

[Integers Have Friends · Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[yangster67's solution](#)

**1981.**

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**1982.**

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**1983.**

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yangster67's solution](#)

### 1984.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[yangster67's solution](#)

### 1985.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[yangster67's solution](#)

### 1986.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[yangster67's solution](#)

### 1987.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[yangster67's solution](#)

### 1988.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, probabilities

[yangster67's solution](#)

### 1989.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yangster67's solution](#)

### 1990.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[yangster67's solution](#)

### 1991.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[yangster67's solution](#)

### 1992.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[yangster67's solution](#)

### 1993.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yangster67's solution](#)

## 1994.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[yangster67's solution](#)

## 1995.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yangster67's solution](#)

## 1996.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[yangster67's solution](#)

## 1997.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yangster67's solution](#)

## 1998.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[yangster67's solution](#)

## 1999.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[yangster67's solution](#)

## 2000.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: implementation

[yangster67's solution](#)

## 2001.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[yangster67's solution](#)

## 2002.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[yangster67's solution](#)

## 2003.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math,

sortings

[yangster67's solution](#)

**2004.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[yangster67's solution](#)

**2005.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dp

[yangster67's solution](#)

**2006.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: implementation, math

[yangster67's solution](#)

**2007.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[yangster67's solution](#)

**2008.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: binary search, brute force

[yangster67's solution](#)

**2009.**

478C

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

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy

[yangster67's solution](#)

**2010.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[yangster67's solution](#)

**2011.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[yangster67's solution](#)

**2012.**

2184G

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

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[yangster67's solution](#)

**2013.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yangster67's solution](#)

## 2014.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[yangster67's solution](#)

## 2015.

2189D1

### [Little String \(Easy Version\) · Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[yangster67's solution](#)

## 2016.

2173D

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

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[yangster67's solution](#)

## 2017.

2175D

### [Wishing Cards · Tutorial](#)

Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

## 2018.

2166D

### [Marble Council · Tutorial](#)

Rating: 1900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[yangster67's solution](#)

## 2019.

2157E

### [Adjusting Drones · Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[yangster67's solution](#)

## 2020.

2154D

### [Catshock · Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[yangster67's solution](#)

## 2021.

2156D

### [Find the Last Number · Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yangster67's solution](#)

## 2022.

2149F

### [Nezuko in the Clearing · Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[yangster67's solution](#)

## 2023.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[yangster67's solution](#)

**2024.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**2025.**

2022D1

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

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

[yangster67's solution](#)

**2026.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yangster67's solution](#)

**2027.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[yangster67's solution](#)

**2028.**

2014H

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

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[yangster67's solution](#)

**2029.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[yangster67's solution](#)

**2030.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[yangster67's solution](#)

**2031.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[yangster67's solution](#)

**2032.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[yangster67's solution](#)

**2033.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

graphs, greedy, math, number theory

[yangster67's solution](#)

**2034.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[yangster67's solution](#)

**2035.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[yangster67's solution](#)

**2036.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,411 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

[yangster67's solution](#)

**2037.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[yangster67's solution](#)

**2038.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[yangster67's solution](#)

**2039.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[yangster67's solution](#)

**2040.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[yangster67's solution](#)

**2041.**

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[yangster67's solution](#)

**2042.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[yangster67's solution](#)

**2043.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[yangster67's solution](#)

## 2044.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math  
[yangster67's solution](#)

## 2045.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[yangster67's solution](#)

## 2046.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[yangster67's solution](#)

## 2047.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[yangster67's solution](#)

## 2048.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[yangster67's solution](#)

## 2049.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

## 2050.

1926G

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

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[yangster67's solution](#)

## 2051.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[yangster67's solution](#)

## 2052.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[yangster67's solution](#)

## 2053.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

math, ternary search  
[yangster67's solution](#)

## 2054.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[yangster67's solution](#)

## 2055.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees  
[yangster67's solution](#)

## 2056.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers  
[yangster67's solution](#)

## 2057.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[yangster67's solution](#)

## 2058.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees  
[yangster67's solution](#)

## 2059.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation  
[yangster67's solution](#)

## 2060.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math  
[yangster67's solution](#)

## 2061.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[yangster67's solution](#)

## 2062.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,012 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math  
[yangster67's solution](#)

## 2063.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[yangster67's solution](#)

## 2064.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

## 2065.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yangster67's solution](#)

## 2066.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[yangster67's solution](#)

## 2067.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[yangster67's solution](#)

## 2068.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[yangster67's solution](#)

## 2069.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[yangster67's solution](#)

## 2070.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[yangster67's solution](#)

## 2071.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

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## 2072.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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## 2073.

1882D

[Tree XOR](#) · [Tutorial](#)

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**2074.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

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**2075.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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**2076.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

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**2077.**

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[yangster67's solution](#)

**2078.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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**2079.**

1276B

[Two Fairs](#) · [Tutorial](#)

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**2080.**

1786D

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[yangster67's solution](#)

**2081.**

1483B

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Rating: 1900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

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**2082.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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**2083.**

1801C

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1854A2

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## 2085.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
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## 2086.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
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## 2087.

1846G

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Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths  
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## 2088.

1847D

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## 2089.

1842D

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1817B

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## 2091.

1823D

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1821D

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Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
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## 2093.

1819B

### [The Butcher](#) · [Tutorial](#)

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[yangster67's solution](#)

**2094.**

1787D

[Game on Axis](#) · [Tutorial](#)

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[yangster67's solution](#)

**2095.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[yangster67's solution](#)

**2096.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yangster67's solution](#)

**2097.**

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**2098.**

1245D

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Quality: 9,603 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[yangster67's solution](#)

**2099.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[yangster67's solution](#)

**2100.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

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**2101.**

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[yangster67's solution](#)

**2102.**

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yangster67's solution](#)

**2103.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[yangster67's solution](#)

**2104.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math

[yangster67's solution](#)

**2105.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[yangster67's solution](#)

**2106.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[yangster67's solution](#)

**2107.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[yangster67's solution](#)

**2108.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yangster67's solution](#)

**2109.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[yangster67's solution](#)

**2110.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yangster67's solution](#)

**2111.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings

[yangster67's solution](#)

**2112.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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**2113.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[yangster67's solution](#)

**2114.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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**2115.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[yangster67's solution](#)

**2116.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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**2117.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[yangster67's solution](#)

**2118.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[yangster67's solution](#)

**2119.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

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**2120.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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**2121.**

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[yangster67's solution](#)

**2122.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[yangster67's solution](#)

**2123.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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### 2124.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[yangster67's solution](#)

### 2125.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
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### 2126.

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees  
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### 2127.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
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### 2128.

1700D

[River Locks](#) · [Tutorial](#)

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### 2129.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
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### 2130.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
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### 2131.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
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### 2132.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
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### 2133.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

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### 2134.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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### 2135.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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### 2136.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

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### 2137.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

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### 2138.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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### 2139.

1650E

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

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[yangster67's solution](#)

### 2140.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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### 2141.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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### 2142.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**2143.**

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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**2144.**

1558B

[Up the Strip · Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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**2145.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[yangster67's solution](#)

**2146.**

1569D

[Inconvenient Pairs · Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[yangster67's solution](#)

**2147.**

1600E

[Array Game · Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[yangster67's solution](#)

**2148.**

1601B

[Frog Traveler · Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[yangster67's solution](#)

**2149.**

1611E2

[Escape The Maze \(hard version\) · Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[yangster67's solution](#)

**2150.**

1593D2

[Half of Same · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**2151.**

1620E

[Replace the Numbers · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[yangster67's solution](#)

**2152.**

1627D

[Not Adding · Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[yangster67's solution](#)

**2153.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[yangster67's solution](#)

**2154.**

1591D

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

Rating: 1900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[yangster67's solution](#)

**2155.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[yangster67's solution](#)

**2156.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[yangster67's solution](#)

**2157.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[yangster67's solution](#)

**2158.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[yangster67's solution](#)

**2159.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[yangster67's solution](#)

**2160.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[yangster67's solution](#)

**2161.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[yangster67's solution](#)

**2162.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[yangster67's solution](#)

**2163.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[yangster67's solution](#)

**2164.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[yangster67's solution](#)

**2165.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-12-03 · last AC: 2020-12-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[yangster67's solution](#)

**2166.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**2167.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[yangster67's solution](#)

**2168.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[yangster67's solution](#)

**2169.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[yangster67's solution](#)

**2170.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[yangster67's solution](#)

**2171.**

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yangster67's solution](#)

**2172.**

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**2173.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[yangster67's solution](#)

**2174.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[yangster67's solution](#)

**2175.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[yangster67's solution](#)

**2176.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[yangster67's solution](#)

**2177.**

1978E

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

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[yangster67's solution](#)

**2178.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[yangster67's solution](#)

**2179.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[yangster67's solution](#)

**2180.**

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[yangster67's solution](#)

**2181.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math  
[yangster67's solution](#)

**2182.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
[yangster67's solution](#)

**2183.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**2184.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[yangster67's solution](#)

**2185.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings  
[yangster67's solution](#)

**2186.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[yangster67's solution](#)

**2187.**

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  
[yangster67's solution](#)

**2188.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[yangster67's solution](#)

**2189.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[yangster67's solution](#)

**2190.**

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[yangster67's solution](#)

**2191.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[yangster67's solution](#)

**2192.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers  
[yangster67's solution](#)

**2193.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math  
[yangster67's solution](#)

**2194.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[yangster67's solution](#)

**2195.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[yangster67's solution](#)

**2196.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers  
[yangster67's solution](#)

**2197.**

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[yangster67's solution](#)

**2198.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation  
[yangster67's solution](#)

**2199.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[yangster67's solution](#)

**2200.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[yangster67's solution](#)

**2201.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**2202.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

**2203.**

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[yangster67's solution](#)**2204.**

1862G

[The Great Equalizer · Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[yangster67's solution](#)**2205.**

1379C

[Choosing flowers · Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[yangster67's solution](#)**2206.**

1388D

[Captain Flint and Treasure · Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[yangster67's solution](#)**2207.**

1827B1

[Range Sorting \(Easy Version\) · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[yangster67's solution](#)**2208.**

1857G

[Counting Graphs · Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[yangster67's solution](#)**2209.**

1053B

[Vasya and Good Sequences · Tutorial](#)

Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[yangster67's solution](#)**2210.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)**2211.**

1301D

[Time to Run · Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[yangster67's solution](#)**2212.**

1851G

[Vlad and the Mountains · Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[yangster67's solution](#)

**2213.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[yangster67's solution](#)

**2214.**

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[yangster67's solution](#)

**2215.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[yangster67's solution](#)

**2216.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yangster67's solution](#)

**2217.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[yangster67's solution](#)

**2218.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[yangster67's solution](#)

**2219.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yangster67's solution](#)

**2220.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[yangster67's solution](#)

**2221.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[yangster67's solution](#)

**2222.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yangster67's solution](#)

### 2223.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[yangster67's solution](#)

### 2224.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[yangster67's solution](#)

### 2225.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[yangster67's solution](#)

### 2226.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[yangster67's solution](#)

### 2227.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[yangster67's solution](#)

### 2228.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,620 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yangster67's solution](#)

### 2229.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[yangster67's solution](#)

### 2230.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

### 2231.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[yangster67's solution](#)

### 2232.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[yangster67's solution](#)

### 2233.

1744F

[MEX vs MED](#) · Tutorial

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers  
[yangster67's solution](#)

### 2234.

1725C

[Circular Mirror](#) · Tutorial

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[yangster67's solution](#)

### 2235.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[yangster67's solution](#)

### 2236.

1726D

[Edge Split](#) · Tutorial

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[yangster67's solution](#)

### 2237.

1718B

[Fibonacci Strings](#) · Tutorial

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[yangster67's solution](#)

### 2238.

1712D

[Empty Graph](#) · Tutorial

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[yangster67's solution](#)

### 2239.

1380D

[Berserk And Fireball](#) · Tutorial

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers  
[yangster67's solution](#)

### 2240.

1385E

[Directing Edges](#) · Tutorial

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[yangster67's solution](#)

### 2241.

1408D

[Searchlights](#) · Tutorial

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[yangster67's solution](#)

### 2242.

1716D

[Chip Move](#) · Tutorial

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[yangster67's solution](#)

### 2243.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[yangster67's solution](#)

### 2244.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[yangster67's solution](#)

### 2245.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[yangster67's solution](#)

### 2246.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[yangster67's solution](#)

### 2247.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[yangster67's solution](#)

### 2248.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[yangster67's solution](#)

### 2249.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

### 2250.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[yangster67's solution](#)

### 2251.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yangster67's solution](#)

### 2252.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[yangster67's solution](#)

**2253.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[yangster67's solution](#)

**2254.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[yangster67's solution](#)

**2255.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[yangster67's solution](#)

**2256.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-12-25 · last AC: 2022-03-29 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[yangster67's solution](#)

**2257.**

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[yangster67's solution](#)

**2258.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math  
[yangster67's solution](#)

**2259.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees  
[yangster67's solution](#)

**2260.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[yangster67's solution](#)

**2261.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[yangster67's solution](#)

**2262.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[yangster67's solution](#)

**2263.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[yangster67's solution](#)

**2264.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation  
[yangster67's solution](#)

**2265.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[yangster67's solution](#)

**2266.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[yangster67's solution](#)

**2267.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[yangster67's solution](#)

**2268.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings  
[yangster67's solution](#)

**2269.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings  
[yangster67's solution](#)

**2270.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[yangster67's solution](#)

**2271.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math  
[yangster67's solution](#)

**2272.**

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[yangster67's solution](#)

**2273.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers  
[yangster67's solution](#)

**2274.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yangster67's solution](#)

**2275.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[yangster67's solution](#)

**2276.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[yangster67's solution](#)

**2277.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math  
[yangster67's solution](#)

**2278.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[yangster67's solution](#)

**2279.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings  
[yangster67's solution](#)

**2280.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[yangster67's solution](#)

**2281.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[yangster67's solution](#)

**2282.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yangster67's solution](#)

**2283.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[yangster67's solution](#)

**2284.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yangster67's solution](#)

**2285.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[yangster67's solution](#)

**2286.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[yangster67's solution](#)

**2287.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yangster67's solution](#)

**2288.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[yangster67's solution](#)

**2289.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yangster67's solution](#)

**2290.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-12-26 · last AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, schedules

[yangster67's solution](#)

**2291.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dp

[yangster67's solution](#)

## 2292.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[yangster67's solution](#)

## 2293.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[yangster67's solution](#)

## 2294.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[yangster67's solution](#)

## 2295.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[yangster67's solution](#)

## 2296.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[yangster67's solution](#)

## 2297.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[yangster67's solution](#)

## 2298.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

## 2299.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[yangster67's solution](#)

## 2300.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[yangster67's solution](#)

## 2301.

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[yangster67's solution](#)

### 2302.

2136F1

[From the Unknown \(Easy Version\) · Tutorial](#)

Rating: 2100 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[yangster67's solution](#)

### 2303.

1433F

[Zero Remainder Sum · Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-02-19 · last AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yangster67's solution](#)

### 2304.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[yangster67's solution](#)

### 2305.

2000G

[Call During the Journey · Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[yangster67's solution](#)

### 2306.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[yangster67's solution](#)

### 2307.

1971H

[±1 · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[yangster67's solution](#)

### 2308.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[yangster67's solution](#)

### 2309.

1166E

[The LCMs Must be Large · Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[yangster67's solution](#)

### 2310.

1938J

[There and Back Again · Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

### 2311.

1934D1

[XOR Break --- Solo Version · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[yangster67's solution](#)

**2312.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yangster67's solution](#)

**2313.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[yangster67's solution](#)

**2314.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[yangster67's solution](#)

**2315.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[yangster67's solution](#)

**2316.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[yangster67's solution](#)

**2317.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2318.**

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[yangster67's solution](#)

**2319.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[yangster67's solution](#)

**2320.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[yangster67's solution](#)

**2321.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[yangster67's solution](#)

**2322.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[yangster67's solution](#)

**2323.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings  
[yangster67's solution](#)

**2324.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math  
[yangster67's solution](#)

**2325.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[yangster67's solution](#)

**2326.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
[yangster67's solution](#)

**2327.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[yangster67's solution](#)

**2328.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[yangster67's solution](#)

**2329.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees  
[yangster67's solution](#)

**2330.**

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings  
[yangster67's solution](#)

**2331.**

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math  
[yangster67's solution](#)

### 2332.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[yangster67's solution](#)

### 2333.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive  
[yangster67's solution](#)

### 2334.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[yangster67's solution](#)

### 2335.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings  
[yangster67's solution](#)

### 2336.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[yangster67's solution](#)

### 2337.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[yangster67's solution](#)

### 2338.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[yangster67's solution](#)

### 2339.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[yangster67's solution](#)

### 2340.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings  
[yangster67's solution](#)

### 2341.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[yangster67's solution](#)

**2342.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[yangster67's solution](#)

**2343.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[yangster67's solution](#)

**2344.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[yangster67's solution](#)

**2345.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yangster67's solution](#)

**2346.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[yangster67's solution](#)

**2347.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[yangster67's solution](#)

**2348.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[yangster67's solution](#)

**2349.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[yangster67's solution](#)

**2350.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, trees

[yangster67's solution](#)

**2351.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[yangster67's solution](#)

**2352.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yangster67's solution](#)

**2353.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yangster67's solution](#)

**2354.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[yangster67's solution](#)

**2355.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[yangster67's solution](#)

**2356.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**2357.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[yangster67's solution](#)

**2358.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[yangster67's solution](#)

**2359.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[yangster67's solution](#)

**2360.**

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[yangster67's solution](#)

**2361.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[yangster67's solution](#)

### 2362.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[yangster67's solution](#)

### 2363.

546E

[Soldier and Traveling · Tutorial](#)

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[yangster67's solution](#)

### 2364.

894E

[Ralph and Mushrooms · Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[yangster67's solution](#)

### 2365.

1710B

[Rain · Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[yangster67's solution](#)

### 2366.

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[yangster67's solution](#)

### 2367.

1671E

[Preorder · Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[yangster67's solution](#)

### 2368.

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[yangster67's solution](#)

### 2369.

1446C

[Xor Tree · Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[yangster67's solution](#)

### 2370.

1666J

[Job Lookup · Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[yangster67's solution](#)

### 2371.

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[yangster67's solution](#)

### 2372.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[yangster67's solution](#)

### 2373.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[yangster67's solution](#)

### 2374.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[yangster67's solution](#)

### 2375.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yangster67's solution](#)

### 2376.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[yangster67's solution](#)

### 2377.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[yangster67's solution](#)

### 2378.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[yangster67's solution](#)

### 2379.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[yangster67's solution](#)

### 2380.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[yangster67's solution](#)

### 2381.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[yangster67's solution](#)

### 2382.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[yangster67's solution](#)

### 2383.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[yangster67's solution](#)

### 2384.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

### 2385.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[yangster67's solution](#)

### 2386.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[yangster67's solution](#)

### 2387.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[yangster67's solution](#)

### 2388.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yangster67's solution](#)

### 2389.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[yangster67's solution](#)

### 2390.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[yangster67's solution](#)

**2391.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-27 · last AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[yangster67's solution](#)

**2392.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[yangster67's solution](#)

**2393.**

1598E

[Staircases · Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[yangster67's solution](#)

**2394.**

1593F

[Red-Black Number · Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[yangster67's solution](#)

**2395.**

1606E

[Arena · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2396.**

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[yangster67's solution](#)

**2397.**

1472G

[Moving to the Capital · Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yangster67's solution](#)

**2398.**

1621D

[The Winter Hike · Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[yangster67's solution](#)

**2399.**

1626D

[Martial Arts Tournament · Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[yangster67's solution](#)

**2400.**

1605D

[Treelabeling · Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[yangster67's solution](#)

**2401.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[yangster67's solution](#)

**2402.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, strings

[yangster67's solution](#)

**2403.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**2404.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-25 · last AC: 2026-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[yangster67's solution](#)

**2405.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[yangster67's solution](#)

**2406.**

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[yangster67's solution](#)

**2407.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[yangster67's solution](#)

**2408.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[yangster67's solution](#)

**2409.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yangster67's solution](#)

**2410.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[yangster67's solution](#)

**2411.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[yangster67's solution](#)

**2412.**

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[yangster67's solution](#)

**2413.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[yangster67's solution](#)

**2414.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[yangster67's solution](#)

**2415.**

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  
[yangster67's solution](#)

**2416.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy  
[yangster67's solution](#)

**2417.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy  
[yangster67's solution](#)

**2418.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation  
[yangster67's solution](#)

**2419.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings  
[yangster67's solution](#)

**2420.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing  
[yangster67's solution](#)

**2421.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[yangster67's solution](#)

**2422.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[yangster67's solution](#)

**2423.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yangster67's solution](#)

**2424.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[yangster67's solution](#)

**2425.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[yangster67's solution](#)

**2426.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[yangster67's solution](#)

**2427.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[yangster67's solution](#)

**2428.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yangster67's solution](#)

**2429.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

**2430.**

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[yangster67's solution](#)

**2431.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[yangster67's solution](#)

**2432.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs

[yangster67's solution](#)

**2433.**

1918E

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

Quality: 2,063 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

[yangster67's solution](#)

**2434.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[yangster67's solution](#)

**2435.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[yangster67's solution](#)

**2436.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[yangster67's solution](#)

**2437.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yangster67's solution](#)

**2438.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[yangster67's solution](#)

**2439.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[yangster67's solution](#)

**2440.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[yangster67's solution](#)

**2441.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[yangster67's solution](#)

**2442.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[yangster67's solution](#)

**2443.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[yangster67's solution](#)

**2444.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yangster67's solution](#)

**2445.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[yangster67's solution](#)

**2446.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[yangster67's solution](#)

**2447.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[yangster67's solution](#)

**2448.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[yangster67's solution](#)

**2449.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[yangster67's solution](#)

**2450.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[yangster67's solution](#)

**2451.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[yangster67's solution](#)

**2452.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[yangster67's solution](#)

**2453.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[yangster67's solution](#)

**2454.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yangster67's solution](#)

**2455.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[yangster67's solution](#)

**2456.**

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[yangster67's solution](#)

**2457.**

1840F

[Railguns](#) · [Tutorial](#)

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

[yangster67's solution](#)

**2458.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[yangster67's solution](#)

**2459.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yangster67's solution](#)

**2460.**

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[yangster67's solution](#)

**2461.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[yangster67's solution](#)

**2462.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[yangster67's solution](#)

**2463.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[yangster67's solution](#)

**2464.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[yangster67's solution](#)

**2465.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[yangster67's solution](#)

**2466.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[yangster67's solution](#)

**2467.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[yangster67's solution](#)

**2468.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[yangster67's solution](#)

**2469.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[yangster67's solution](#)

**2470.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yangster67's solution](#)

**2471.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2472.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**2473.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[yangster67's solution](#)

**2474.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[yangster67's solution](#)

**2475.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[yangster67's solution](#)

**2476.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[yangster67's solution](#)

**2477.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[yangster67's solution](#)

**2478.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yangster67's solution](#)

**2479.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[yangster67's solution](#)

**2480.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs  
[yangster67's solution](#)

**2481.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math  
[yangster67's solution](#)

**2482.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[yangster67's solution](#)

**2483.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[yangster67's solution](#)

**2484.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[yangster67's solution](#)

**2485.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[yangster67's solution](#)

**2486.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees  
[yangster67's solution](#)

**2487.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[yangster67's solution](#)

**2488.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
[yangster67's solution](#)

**2489.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees  
[yangster67's solution](#)

**2490.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation  
[yangster67's solution](#)

**2491.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[yangster67's solution](#)

**2492.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs  
[yangster67's solution](#)

**2493.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[yangster67's solution](#)

**2494.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search  
[yangster67's solution](#)

**2495.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[yangster67's solution](#)

**2496.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math  
[yangster67's solution](#)

**2497.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings  
[yangster67's solution](#)

**2498.**

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[yangster67's solution](#)

**2499.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math  
[yangster67's solution](#)

**2500.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[yangster67's solution](#)

**2501.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[yangster67's solution](#)

**2502.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[yangster67's solution](#)

**2503.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[yangster67's solution](#)

**2504.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[yangster67's solution](#)

**2505.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings  
[yangster67's solution](#)

**2506.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[yangster67's solution](#)

**2507.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory  
[yangster67's solution](#)

**2508.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math  
[yangster67's solution](#)

**2509.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[yangster67's solution](#)

**2510.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[yangster67's solution](#)

**2511.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[yangster67's solution](#)

**2512.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[yangster67's solution](#)

**2513.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[yangster67's solution](#)

**2514.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[yangster67's solution](#)

**2515.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[yangster67's solution](#)

**2516.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yangster67's solution](#)

**2517.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[yangster67's solution](#)

**2518.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yangster67's solution](#)

**2519.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[yangster67's solution](#)

**2520.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[yangster67's solution](#)

**2521.**

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[yangster67's solution](#)

**2522.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[yangster67's solution](#)

**2523.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[yangster67's solution](#)

**2524.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[yangster67's solution](#)

**2525.**

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[yangster67's solution](#)

**2526.**

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[yangster67's solution](#)

**2527.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[yangster67's solution](#)

**2528.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[yangster67's solution](#)

**2529.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp,

implementation, interactive

[yangster67's solution](#)

**2530.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[yangster67's solution](#)

**2531.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[yangster67's solution](#)

**2532.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[yangster67's solution](#)

**2533.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[yangster67's solution](#)

**2534.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[yangster67's solution](#)

**2535.**

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

[yangster67's solution](#)

**2536.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[yangster67's solution](#)

**2537.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2538.**

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[yangster67's solution](#)

**2539.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[yangster67's solution](#)

**2540.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[yangster67's solution](#)

**2541.**

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[yangster67's solution](#)

**2542.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yangster67's solution](#)

**2543.**

1955H

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

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[yangster67's solution](#)

**2544.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[yangster67's solution](#)

**2545.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yangster67's solution](#)

**2546.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

**2547.**

1933G

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

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[yangster67's solution](#)

**2548.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[yangster67's solution](#)

**2549.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[yangster67's solution](#)

## 2550.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[yangster67's solution](#)

## 2551.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[yangster67's solution](#)

## 2552.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[yangster67's solution](#)

## 2553.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yangster67's solution](#)

## 2554.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[yangster67's solution](#)

## 2555.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[yangster67's solution](#)

## 2556.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[yangster67's solution](#)

## 2557.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[yangster67's solution](#)

## 2558.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yangster67's solution](#)

**2559.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[yangster67's solution](#)**2560.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[yangster67's solution](#)**2561.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[yangster67's solution](#)**2562.**

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[yangster67's solution](#)**2563.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yangster67's solution](#)**2564.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[yangster67's solution](#)**2565.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[yangster67's solution](#)**2566.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[yangster67's solution](#)**2567.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[yangster67's solution](#)**2568.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[yangster67's solution](#)

**2569.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[yangster67's solution](#)

**2570.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[yangster67's solution](#)

**2571.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[yangster67's solution](#)

**2572.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[yangster67's solution](#)

**2573.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[yangster67's solution](#)

**2574.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yangster67's solution](#)

**2575.**

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[yangster67's solution](#)

**2576.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[yangster67's solution](#)

**2577.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[yangster67's solution](#)

**2578.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

strings

[yangster67's solution](#)

**2579.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[yangster67's solution](#)

**2580.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[yangster67's solution](#)

**2581.**

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[yangster67's solution](#)

**2582.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[yangster67's solution](#)

**2583.**

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[yangster67's solution](#)

**2584.**

1782E

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

Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yangster67's solution](#)

**2585.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[yangster67's solution](#)

**2586.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[yangster67's solution](#)

**2587.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[yangster67's solution](#)

**2588.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, shortest paths  
[yangster67's solution](#)

**2589.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[yangster67's solution](#)

**2590.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[yangster67's solution](#)

**2591.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[yangster67's solution](#)

**2592.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[yangster67's solution](#)

**2593.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[yangster67's solution](#)

**2594.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[yangster67's solution](#)

**2595.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[yangster67's solution](#)

**2596.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[yangster67's solution](#)

**2597.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[yangster67's solution](#)

**2598.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings  
[yangster67's solution](#)

**2599.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[yangster67's solution](#)

**2600.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[yangster67's solution](#)

**2601.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[yangster67's solution](#)

**2602.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees  
[yangster67's solution](#)

**2603.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings  
[yangster67's solution](#)

**2604.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[yangster67's solution](#)

**2605.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings  
[yangster67's solution](#)

**2606.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[yangster67's solution](#)

**2607.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy  
[yangster67's solution](#)

**2608.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[yangster67's solution](#)

### 2609.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[yangster67's solution](#)

### 2610.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yangster67's solution](#)

### 2611.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[yangster67's solution](#)

### 2612.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

### 2613.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[yangster67's solution](#)

### 2614.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[yangster67's solution](#)

### 2615.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[yangster67's solution](#)

### 2616.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[yangster67's solution](#)

### 2617.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[yangster67's solution](#)

**2618.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[yangster67's solution](#)

**2619.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers  
[yangster67's solution](#)

**2620.**

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees  
[yangster67's solution](#)

**2621.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings  
[yangster67's solution](#)

**2622.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
[yangster67's solution](#)

**2623.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[yangster67's solution](#)

**2624.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory  
[yangster67's solution](#)

**2625.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[yangster67's solution](#)

**2626.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers  
[yangster67's solution](#)

**2627.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math  
[yangster67's solution](#)

**2628.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[yangster67's solution](#)

**2629.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yangster67's solution](#)

**2630.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[yangster67's solution](#)

**2631.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[yangster67's solution](#)

**2632.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[yangster67's solution](#)

**2633.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[yangster67's solution](#)

**2634.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[yangster67's solution](#)

**2635.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yangster67's solution](#)

**2636.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[yangster67's solution](#)

**2637.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

implementation, math

[yangster67's solution](#)

**2638.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[yangster67's solution](#)

**2639.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[yangster67's solution](#)

**2640.**

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[yangster67's solution](#)

**2641.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[yangster67's solution](#)

**2642.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[yangster67's solution](#)

**2643.**

2211F

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

Quality: 915 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[yangster67's solution](#)

**2644.**

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[yangster67's solution](#)

**2645.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yangster67's solution](#)

**2646.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[yangster67's solution](#)

**2647.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, divide and conquer, math, ternary search

[yangster67's solution](#)

**2648.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**2649.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[yangster67's solution](#)

**2650.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[yangster67's solution](#)

**2651.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yangster67's solution](#)

**2652.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[yangster67's solution](#)

**2653.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2654.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[yangster67's solution](#)

**2655.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[yangster67's solution](#)

**2656.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-06-15 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[yangster67's solution](#)

**2657.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[yangster67's solution](#)

### 2658.

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

[yangster67's solution](#)

### 2659.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[yangster67's solution](#)

### 2660.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[yangster67's solution](#)

### 2661.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[yangster67's solution](#)

### 2662.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[yangster67's solution](#)

### 2663.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

### 2664.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yangster67's solution](#)

### 2665.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[yangster67's solution](#)

### 2666.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[yangster67's solution](#)

### 2667.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2668.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices  
[yangster67's solution](#)

**2669.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees  
[yangster67's solution](#)

**2670.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[yangster67's solution](#)

**2671.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[yangster67's solution](#)

**2672.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[yangster67's solution](#)

**2673.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers  
[yangster67's solution](#)

**2674.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[yangster67's solution](#)

**2675.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yangster67's solution](#)

**2676.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees  
[yangster67's solution](#)

**2677.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers  
[yangster67's solution](#)

**2678.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yangster67's solution](#)

**2679.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[yangster67's solution](#)

**2680.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[yangster67's solution](#)

**2681.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[yangster67's solution](#)

**2682.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[yangster67's solution](#)

**2683.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[yangster67's solution](#)

**2684.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[yangster67's solution](#)

**2685.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[yangster67's solution](#)

**2686.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[yangster67's solution](#)

**2687.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[yangster67's solution](#)

**2688.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[yangster67's solution](#)

**2689.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

[yangster67's solution](#)

**2690.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yangster67's solution](#)

**2691.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

**2692.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[yangster67's solution](#)

**2693.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[yangster67's solution](#)

**2694.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[yangster67's solution](#)

**2695.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[yangster67's solution](#)

**2696.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[yangster67's solution](#)

**2697.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[yangster67's solution](#)

**2698.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[yangster67's solution](#)

**2699.**

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[yangster67's solution](#)

**2700.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[yangster67's solution](#)

**2701.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[yangster67's solution](#)

**2702.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[yangster67's solution](#)

**2703.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[yangster67's solution](#)

**2704.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[yangster67's solution](#)

**2705.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[yangster67's solution](#)

**2706.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[yangster67's solution](#)

**2707.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[yangster67's solution](#)

**2708.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yangster67's solution](#)

**2709.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[yangster67's solution](#)

**2710.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[yangster67's solution](#)

**2711.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[yangster67's solution](#)

**2712.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[yangster67's solution](#)

**2713.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yangster67's solution](#)

**2714.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[yangster67's solution](#)

**2715.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[yangster67's solution](#)

**2716.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[yangster67's solution](#)

**2717.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[yangster67's solution](#)

**2718.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[yangster67's solution](#)

**2719.**

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[yangster67's solution](#)

**2720.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[yangster67's solution](#)

**2721.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[yangster67's solution](#)

**2722.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[yangster67's solution](#)

**2723.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yangster67's solution](#)

**2724.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[yangster67's solution](#)

**2725.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[yangster67's solution](#)

**2726.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yangster67's solution](#)

**2727.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[yangster67's solution](#)

**2728.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[yangster67's solution](#)

**2729.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[yangster67's solution](#)

**2730.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[yangster67's solution](#)

**2731.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[yangster67's solution](#)

**2732.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[yangster67's solution](#)

**2733.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[yangster67's solution](#)

**2734.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[yangster67's solution](#)

**2735.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[yangster67's solution](#)

**2736.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

### 2737.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[yangster67's solution](#)

### 2738.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices  
[yangster67's solution](#)

### 2739.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[yangster67's solution](#)

### 2740.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[yangster67's solution](#)

### 2741.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings  
[yangster67's solution](#)

### 2742.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[yangster67's solution](#)

### 2743.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees  
[yangster67's solution](#)

### 2744.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[yangster67's solution](#)

### 2745.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers  
[yangster67's solution](#)

### 2746.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, implementation, sortings, trees

[yangster67's solution](#)

**2747.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[yangster67's solution](#)

**2748.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[yangster67's solution](#)

**2749.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yangster67's solution](#)

**2750.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[yangster67's solution](#)

**2751.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[yangster67's solution](#)

**2752.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[yangster67's solution](#)

**2753.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[yangster67's solution](#)

**2754.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[yangster67's solution](#)

**2755.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[yangster67's solution](#)

**2756.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[yangster67's solution](#)

**2757.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[yangster67's solution](#)

**2758.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yangster67's solution](#)

**2759.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**2760.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yangster67's solution](#)

**2761.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[yangster67's solution](#)

**2762.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[yangster67's solution](#)

**2763.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[yangster67's solution](#)

**2764.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yangster67's solution](#)

**2765.**

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[yangster67's solution](#)

**2766.**

1632E1

[Distance Tree \(easy version\) · Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[yangster67's solution](#)

**2767.**

1630D

[Flipping Range · Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[yangster67's solution](#)

**2768.**

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[yangster67's solution](#)

**2769.**

1619H

[Permutation and Queries · Tutorial](#)

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[yangster67's solution](#)

**2770.**

2211E

[Minimum Path Cover · Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[yangster67's solution](#)

**2771.**

2185H

[BattleCows 2 · Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[yangster67's solution](#)

**2772.**

2175E2

[Beautiful Patterns \(Hard Version\) · Tutorial](#)

Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[yangster67's solution](#)

**2773.**

2156E

[Best Time to Buy and Sell Stock · Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[yangster67's solution](#)

**2774.**

2152F

[Triple Attack · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[yangster67's solution](#)

**2775.**

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[yangster67's solution](#)

**2776.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**2777.**

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[yangster67's solution](#)

**2778.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[yangster67's solution](#)

**2779.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[yangster67's solution](#)

**2780.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 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

[yangster67's solution](#)

**2781.**

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

[yangster67's solution](#)

**2782.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[yangster67's solution](#)

**2783.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees

[yangster67's solution](#)

**2784.**

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

[yangster67's solution](#)

**2785.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[yangster67's solution](#)

**2786.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings  
[yangster67's solution](#)

**2787.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[yangster67's solution](#)

**2788.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees  
[yangster67's solution](#)

**2789.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[yangster67's solution](#)

**2790.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory  
[yangster67's solution](#)

**2791.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory  
[yangster67's solution](#)

**2792.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[yangster67's solution](#)

**2793.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation  
[yangster67's solution](#)

**2794.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp  
[yangster67's solution](#)

**2795.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[yangster67's solution](#)

**2796.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[yangster67's solution](#)

**2797.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yangster67's solution](#)

**2798.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[yangster67's solution](#)

**2799.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[yangster67's solution](#)

**2800.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[yangster67's solution](#)

**2801.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[yangster67's solution](#)

**2802.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[yangster67's solution](#)

**2803.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**2804.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2805.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[yangster67's solution](#)

**2806.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[yangster67's solution](#)**2807.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[yangster67's solution](#)**2808.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[yangster67's solution](#)**2809.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[yangster67's solution](#)**2810.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[yangster67's solution](#)**2811.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[yangster67's solution](#)**2812.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[yangster67's solution](#)**2813.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[yangster67's solution](#)**2814.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[yangster67's solution](#)**2815.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[yangster67's solution](#)

### 2816.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[yangster67's solution](#)

### 2817.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[yangster67's solution](#)

### 2818.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yangster67's solution](#)

### 2819.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[yangster67's solution](#)

### 2820.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[yangster67's solution](#)

### 2821.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[yangster67's solution](#)

### 2822.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[yangster67's solution](#)

### 2823.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[yangster67's solution](#)

### 2824.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yangster67's solution](#)

### 2825.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[yangster67's solution](#)

## 2826.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[yangster67's solution](#)

## 2827.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

## 2828.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[yangster67's solution](#)

## 2829.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[yangster67's solution](#)

## 2830.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[yangster67's solution](#)

## 2831.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[yangster67's solution](#)

## 2832.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[yangster67's solution](#)

## 2833.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[yangster67's solution](#)

## 2834.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[yangster67's solution](#)

## 2835.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[yangster67's solution](#)

**2836.**

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[yangster67's solution](#)

**2837.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[yangster67's solution](#)

**2838.**

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation  
[yangster67's solution](#)

**2839.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[yangster67's solution](#)

**2840.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[yangster67's solution](#)

**2841.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs  
[yangster67's solution](#)

**2842.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees  
[yangster67's solution](#)

**2843.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees  
[yangster67's solution](#)

**2844.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers  
[yangster67's solution](#)

**2845.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[yangster67's solution](#)

### 2846.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[yangster67's solution](#)

### 2847.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[yangster67's solution](#)

### 2848.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees  
[yangster67's solution](#)

### 2849.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees  
[yangster67's solution](#)

### 2850.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[yangster67's solution](#)

### 2851.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[yangster67's solution](#)

### 2852.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[yangster67's solution](#)

### 2853.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[yangster67's solution](#)

### 2854.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities  
[yangster67's solution](#)

### 2855.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[yangster67's solution](#)

**2856.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[yangster67's solution](#)

**2857.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[yangster67's solution](#)

**2858.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[yangster67's solution](#)

**2859.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**2860.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[yangster67's solution](#)

**2861.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[yangster67's solution](#)

**2862.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yangster67's solution](#)

**2863.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yangster67's solution](#)

**2864.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[yangster67's solution](#)

**2865.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu,

math, trees

[yangster67's solution](#)

**2866.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[yangster67's solution](#)

**2867.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yangster67's solution](#)

**2868.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yangster67's solution](#)

**2869.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[yangster67's solution](#)

**2870.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[yangster67's solution](#)

**2871.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**2872.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[yangster67's solution](#)

**2873.**

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[yangster67's solution](#)

**2874.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[yangster67's solution](#)

**2875.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[yangster67's solution](#)

**2876.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[yangster67's solution](#)

**2877.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[yangster67's solution](#)

**2878.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yangster67's solution](#)

**2879.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yangster67's solution](#)

**2880.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[yangster67's solution](#)

**2881.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[yangster67's solution](#)

**2882.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[yangster67's solution](#)

**2883.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[yangster67's solution](#)

**2884.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yangster67's solution](#)

**2885.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yangster67's solution](#)

**2886.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[yangster67's solution](#)

**2887.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[yangster67's solution](#)

**2888.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[yangster67's solution](#)

**2889.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[yangster67's solution](#)

**2890.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yangster67's solution](#)

**2891.**

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

[yangster67's solution](#)

**2892.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yangster67's solution](#)

**2893.**

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

[yangster67's solution](#)

**2894.**

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

[yangster67's solution](#)

**2895.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[yangster67's solution](#)

**2896.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[yangster67's solution](#)

**2897.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[yangster67's solution](#)

**2898.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[yangster67's solution](#)

**2899.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[yangster67's solution](#)

**2900.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[yangster67's solution](#)

**2901.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[yangster67's solution](#)

**2902.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[yangster67's solution](#)

**2903.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[yangster67's solution](#)

**2904.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yangster67's solution](#)

### 2905.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[yangster67's solution](#)

### 2906.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yangster67's solution](#)

### 2907.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yangster67's solution](#)

### 2908.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[yangster67's solution](#)

### 2909.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[yangster67's solution](#)

### 2910.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[yangster67's solution](#)

### 2911.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[yangster67's solution](#)

### 2912.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[yangster67's solution](#)

### 2913.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[yangster67's solution](#)

### 2914.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, trees

[yangster67's solution](#)

**2915.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yangster67's solution](#)

**2916.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[yangster67's solution](#)

**2917.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[yangster67's solution](#)

**2918.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[yangster67's solution](#)

**2919.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[yangster67's solution](#)

**2920.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[yangster67's solution](#)

**2921.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yangster67's solution](#)

**2922.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[yangster67's solution](#)

**2923.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[yangster67's solution](#)

**2924.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[yangster67's solution](#)

**2925.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[yangster67's solution](#)

**2926.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[yangster67's solution](#)

**2927.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[yangster67's solution](#)

**2928.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yangster67's solution](#)

**2929.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[yangster67's solution](#)

**2930.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[yangster67's solution](#)

**2931.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[yangster67's solution](#)

**2932.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[yangster67's solution](#)

**2933.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[yangster67's solution](#)

**2934.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[yangster67's solution](#)

### 2935.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees  
[yangster67's solution](#)

### 2936.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities  
[yangster67's solution](#)

### 2937.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[yangster67's solution](#)

### 2938.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings  
[yangster67's solution](#)

### 2939.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory  
[yangster67's solution](#)

### 2940.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math  
[yangster67's solution](#)

### 2941.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[yangster67's solution](#)

### 2942.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices  
[yangster67's solution](#)

### 2943.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games  
[yangster67's solution](#)

### 2944.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[yangster67's solution](#)

**2945.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[yangster67's solution](#)

**2946.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[yangster67's solution](#)

**2947.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[yangster67's solution](#)

**2948.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[yangster67's solution](#)

**2949.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[yangster67's solution](#)

**2950.**

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[yangster67's solution](#)

**2951.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[yangster67's solution](#)

**2952.**

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

[yangster67's solution](#)

**2953.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[yangster67's solution](#)

**2954.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and

similar, hashing, probabilities, trees

[yangster67's solution](#)

**2955.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yangster67's solution](#)

**2956.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[yangster67's solution](#)

**2957.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[yangster67's solution](#)

**2958.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[yangster67's solution](#)

**2959.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yangster67's solution](#)

**2960.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[yangster67's solution](#)

**2961.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2962.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yangster67's solution](#)

**2963.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[yangster67's solution](#)

**2964.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs

and similar, greedy, hashing

[yangster67's solution](#)

**2965.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yangster67's solution](#)

**2966.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive

[yangster67's solution](#)

**2967.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[yangster67's solution](#)

**2968.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, sortings

[yangster67's solution](#)

**2969.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[yangster67's solution](#)

**2970.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[yangster67's solution](#)

**2971.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[yangster67's solution](#)

**2972.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[yangster67's solution](#)

**2973.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[yangster67's solution](#)

**2974.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[yangster67's solution](#)

### 2975.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[yangster67's solution](#)

### 2976.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[yangster67's solution](#)

### 2977.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[yangster67's solution](#)

### 2978.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[yangster67's solution](#)

### 2979.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[yangster67's solution](#)

### 2980.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, math

[yangster67's solution](#)

### 2981.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices

[yangster67's solution](#)

### 2982.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[yangster67's solution](#)

### 2983.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[yangster67's solution](#)

### 2984.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math,

number theory

[yangster67's solution](#)

**2985.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[yangster67's solution](#)

**2986.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[yangster67's solution](#)

**2987.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[yangster67's solution](#)

**2988.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yangster67's solution](#)

**2989.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2990.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[yangster67's solution](#)

**2991.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**2992.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[yangster67's solution](#)

**2993.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[yangster67's solution](#)

**2994.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[yangster67's solution](#)

### 2995.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[yangster67's solution](#)

### 2996.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[yangster67's solution](#)

### 2997.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[yangster67's solution](#)

### 2998.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[yangster67's solution](#)

### 2999.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[yangster67's solution](#)

### 3000.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[yangster67's solution](#)

### 3001.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[yangster67's solution](#)

### 3002.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[yangster67's solution](#)

### 3003.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, strings

[yangster67's solution](#)

### 3004.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[yangster67's solution](#)

### 3005.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[yangster67's solution](#)

### 3006.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yangster67's solution](#)

### 3007.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[yangster67's solution](#)

### 3008.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yangster67's solution](#)

### 3009.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[yangster67's solution](#)

### 3010.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[yangster67's solution](#)

### 3011.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yangster67's solution](#)

### 3012.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yangster67's solution](#)

### 3013.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[yangster67's solution](#)

### 3014.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: flows

[yangster67's solution](#)

**3015.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[yangster67's solution](#)

**3016.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[yangster67's solution](#)

**3017.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**3018.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[yangster67's solution](#)

**3019.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[yangster67's solution](#)

**3020.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[yangster67's solution](#)

**3021.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[yangster67's solution](#)

**3022.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[yangster67's solution](#)

**3023.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[yangster67's solution](#)

**3024.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[yangster67's solution](#)

**3025.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[yangster67's solution](#)

**3026.**

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[yangster67's solution](#)

**3027.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[yangster67's solution](#)

**3028.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[yangster67's solution](#)

**3029.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[yangster67's solution](#)

**3030.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[yangster67's solution](#)

**3031.**

1836F

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[yangster67's solution](#)

**3032.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[yangster67's solution](#)

**3033.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[yangster67's solution](#)

**3034.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yangster67's solution](#)

**3035.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices  
[yangster67's solution](#)

**3036.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings  
[yangster67's solution](#)

**3037.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[yangster67's solution](#)

**3038.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[yangster67's solution](#)

**3039.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees  
[yangster67's solution](#)

**3040.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs  
[yangster67's solution](#)

**3041.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings  
[yangster67's solution](#)

**3042.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[yangster67's solution](#)

**3043.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory  
[yangster67's solution](#)

**3044.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees  
[yangster67's solution](#)

**3045.**

1869F

[Flower-like Pseudotree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees  
[yangster67's solution](#)

**3046.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[yangster67's solution](#)

**3047.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[yangster67's solution](#)

**3048.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[yangster67's solution](#)

**3049.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[yangster67's solution](#)

**3050.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yangster67's solution](#)

**3051.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[yangster67's solution](#)

**3052.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yangster67's solution](#)

**3053.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yangster67's solution](#)

**3054.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[yangster67's solution](#)

**3055.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[yangster67's solution](#)

**3056.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers  
[yangster67's solution](#)

**3057.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities  
[yangster67's solution](#)

**3058.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[yangster67's solution](#)

**3059.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation  
[yangster67's solution](#)

**3060.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, math  
[yangster67's solution](#)

**3061.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[yangster67's solution](#)

**3062.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation  
[yangster67's solution](#)

**3063.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[yangster67's solution](#)

**3064.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees  
[yangster67's solution](#)

**3065.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[yangster67's solution](#)

**3066.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[yangster67's solution](#)

**3067.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[yangster67's solution](#)

**3068.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[yangster67's solution](#)

**3069.**

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yangster67's solution](#)

**3070.**

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[yangster67's solution](#)

**3071.**

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[yangster67's solution](#)

**3072.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[yangster67's solution](#)

**3073.**

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[yangster67's solution](#)

**3074.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[yangster67's solution](#)

**3075.**

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees  
[yangster67's solution](#)

**3076.**

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees  
[yangster67's solution](#)

**3077.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[yangster67's solution](#)

**3078.**

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math  
[yangster67's solution](#)

**3079.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[yangster67's solution](#)

**3080.**

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,142 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy  
[yangster67's solution](#)

**3081.**

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,812 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers  
[yangster67's solution](#)

**3082.**

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**3083.**

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,234 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[yangster67's solution](#)

**3084.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,671 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[yangster67's solution](#)

**3085.**

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[yangster67's solution](#)

**3086.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees  
[yangster67's solution](#)

**3087.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees  
[yangster67's solution](#)

**3088.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[yangster67's solution](#)

**3089.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,605 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math  
[yangster67's solution](#)

**3090.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,995 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[yangster67's solution](#)

**3091.**

104871I

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

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3092.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3093.**

104871G

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

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3094.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3095.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3096.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3097.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3098.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3099.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3100.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3101.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3102.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3103.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3104.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3105.**

104128I

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

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[yangster67's solution](#)

**3106.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-09-10 · PHP (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[yangster67's solution](#)

**3107.**

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-09-10 · last AC: 2023-09-10 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[yangster67's solution](#)

**3108.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3109.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3110.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3111.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3112.**

101630A

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

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3113.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3114.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3115.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3116.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3117.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3118.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3119.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3120.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3121.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms  
[yangster67's solution](#)

**3122.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[yangster67's solution](#)

**3123.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, expression parsing, trees  
[yangster67's solution](#)

**3124.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3125.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3126.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[yangster67's solution](#)

**3127.**

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yangster67's solution](#)

### 3128.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yangster67's solution](#)

### 3129.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[yangster67's solution](#)

### 3130.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: \*special  
[yangster67's solution](#)