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Unique solved — yookwi

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

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

Filters: none

Count: 827

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,505 global accepts · Rating: 800 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yookwi's solution](#)

2.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,781 global accepts · Rating: 800 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

3.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

4.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[yookwi's solution](#)

5.

2134A

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

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[yookwi's solution](#)

6.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[yookwi's solution](#)

7.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

8.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yookwi's solution](#)

9.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[yookwi's solution](#)

10.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,262 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yookwi's solution](#)

11.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yookwi's solution](#)

12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

13.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,317 global accepts · Rating: 800 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[yookwi's solution](#)

14.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 800 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yookwi's solution](#)

15.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[yookwi's solution](#)

16.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[yookwi's solution](#)

17.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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18.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

19.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[yookwi's solution](#)

20.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[yookwi's solution](#)

21.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

22.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,496 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[yookwi's solution](#)

23.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yookwi's solution](#)

24.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[yookwi's solution](#)

25.

2120A

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

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[yookwi's solution](#)

26.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

27.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yookwi's solution](#)

28.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[yookwi's solution](#)

29.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[yookwi's solution](#)

30.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,285 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: strings
[yookwi's solution](#)

31.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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- 32.**
2075A
[To Zero](#) · [Tutorial](#)
Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)
- 33.**
2074A
[Draw a Square](#) · [Tutorial](#)
Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[yookwi's solution](#)
- 34.**
2074B
[The Third Side](#) · [Tutorial](#)
Quality: 34,755 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[yookwi's solution](#)
- 35.**
1859A
[United We Stand](#) · [Tutorial](#)
Quality: 54,410 global accepts · Rating: 800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yookwi's solution](#)
- 36.**
2071A
[The Play Never Ends](#) · [Tutorial](#)
Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yookwi's solution](#)
- 37.**
2070A
[FizzBuzz Remixed](#) · [Tutorial](#)
Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yookwi's solution](#)
- 38.**
2022A
[Bus to Pénjamo](#) · [Tutorial](#)
Quality: 17,229 global accepts · Rating: 800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yookwi's solution](#)
- 39.**
1806A
[Walking Master](#) · [Tutorial](#)
Quality: 43,463 global accepts · Rating: 800 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[yookwi's solution](#)
- 40.**
2064A
[Brogramming Contest](#) · [Tutorial](#)
Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yookwi's solution](#)
- 41.**
2065B
[Skibidus and Ohio](#) · [Tutorial](#)
Quality: 42,074 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: strings
[yookwi's solution](#)
- 42.**
2065A
[Skibidus and Amog'u](#) · [Tutorial](#)
Quality: 55,633 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, strings

[yookwi's solution](#)

43.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yookwi's solution](#)

44.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yookwi's solution](#)

45.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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46.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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47.

1831A

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

Quality: 46,302 global accepts · Rating: 800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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48.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

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49.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[yookwi's solution](#)

50.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[yookwi's solution](#)

51.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yookwi's solution](#)

52.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

53.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[yookwi's solution](#)

54.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

55.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)

56.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yookwi's solution](#)

57.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yookwi's solution](#)

58.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yookwi's solution](#)

59.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yookwi's solution](#)

60.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[yookwi's solution](#)

61.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[yookwi's solution](#)

62.

2049A

[MEX Destruction](#) · [Tutorial](#)

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63.

2044C

[Hard Problem](#) · [Tutorial](#)

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64.

2044B

[Normal Problem](#) · [Tutorial](#)

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[yookwi's solution](#)

65.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yookwi's solution](#)

66.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[yookwi's solution](#)

67.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,347 global accepts · Rating: 800 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[yookwi's solution](#)

68.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yookwi's solution](#)

69.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

70.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

71.

2031A

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

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yookwi's solution](#)

72.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

73.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

74.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

75.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[yookwi's solution](#)

76.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[yookwi's solution](#)

77.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

78.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yookwi's solution](#)

79.

2027A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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80.

2030B

[Minimise Oneness](#) · [Tutorial](#)

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[yookwi's solution](#)

81.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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82.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yookwi's solution](#)

83.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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84.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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- 85.**
1851A
[Escalator Conversations](#) · [Tutorial](#)
Quality: 31,505 global accepts · Rating: 800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[yookwi's solution](#)
- 86.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)
- 87.**
2003B
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)
Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[yookwi's solution](#)
- 88.**
2003A
[Turtle and Good Strings](#) · [Tutorial](#)
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yookwi's solution](#)
- 89.**
2001B
[Generate Permutation](#) · [Tutorial](#)
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)
- 90.**
2001A
[Make All Equal](#) · [Tutorial](#)
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yookwi's solution](#)
- 91.**
1884A
[Simple Design](#) · [Tutorial](#)
Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yookwi's solution](#)
- 92.**
1900A
[Cover in Water](#) · [Tutorial](#)
Quality: 64,101 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[yookwi's solution](#)
- 93.**
2004A
[Closest Point](#) · [Tutorial](#)
Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yookwi's solution](#)
- 94.**
2000B
[Seating in a Bus](#) · [Tutorial](#)
Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[yookwi's solution](#)
- 95.**
2000A
[Primary Task](#) · [Tutorial](#)
Quality: 44,107 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

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96.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[yookwi's solution](#)

97.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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98.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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99.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

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100.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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101.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

102.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[yookwi's solution](#)

103.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

104.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[yookwi's solution](#)

105.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yookwi's solution](#)

106.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[yookwi's solution](#)

107.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yookwi's solution](#)

108.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[yookwi's solution](#)

109.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

110.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yookwi's solution](#)

111.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

112.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

113.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[yookwi's solution](#)

114.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[yookwi's solution](#)

115.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yookwi's solution](#)

116.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[yookwi's solution](#)

117.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yookwi's solution](#)

118.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[yookwi's solution](#)

119.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[yookwi's solution](#)

120.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[yookwi's solution](#)

121.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,920 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

122.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,712 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yookwi's solution](#)

123.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,491 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[yookwi's solution](#)

124.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[yookwi's solution](#)

125.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

126.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[yookwi's solution](#)

127.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[yookwi's solution](#)

128.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[yookwi's solution](#)

129.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

130.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yookwi's solution](#)

131.

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

[yookwi's solution](#)

132.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yookwi's solution](#)

133.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yookwi's solution](#)

134.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[yookwi's solution](#)

135.

71A

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

Quality: 503,267 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[yookwi's solution](#)

136.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yookwi's solution](#)

137.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yookwi's solution](#)

138.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,638 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yookwi's solution](#)

139.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

140.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yookwi's solution](#)

141.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

142.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

143.

1923A

[Moving Chips](#) · [Tutorial](#)

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

[yookwi's solution](#)

144.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

145.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yookwi's solution](#)

146.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yookwi's solution](#)

147.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

148.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[yookwi's solution](#)

149.

1926A

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

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

150.

1932A

[Thorns and Coins](#) · [Tutorial](#)

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

[yookwi's solution](#)

151.

1930A

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

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

[yookwi's solution](#)

152.

1929B

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

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

[yookwi's solution](#)

153.

1929A

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

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

[yookwi's solution](#)

154.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yookwi's solution](#)

155.

1931A

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

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[yookwi's solution](#)

156.

1928A

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

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

[yookwi's solution](#)

157.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[yookwi's solution](#)

158.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yookwi's solution](#)

159.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yookwi's solution](#)

160.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yookwi's solution](#)

161.

1922A

[Tricky Template](#) · [Tutorial](#)

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

[yookwi's solution](#)

162.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

163.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

164.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[yookwi's solution](#)

165.

1915B

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

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[yookwi's solution](#)

166.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[yookwi's solution](#)

167.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[yookwi's solution](#)

168.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yookwi's solution](#)

169.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

170.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)

171.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yookwi's solution](#)

172.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[yookwi's solution](#)

173.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[yookwi's solution](#)

174.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

175.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yookwi's solution](#)

176.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,924 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

177.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[yookwi's solution](#)

178.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yookwi's solution](#)

179.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,111 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)

180.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,991 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)

181.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[yookwi's solution](#)

182.

1881A

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

Quality: 59,322 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: brute force, strings
[yookwi's solution](#)

183.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, math
[yookwi's solution](#)

184.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,322 global accepts · Rating: 800 · first AC: 2023-10-08 · MS C++ 2017 (first AC) · Tags: math
[yookwi's solution](#)

185.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 900 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yookwi's solution](#)

186.

2140B

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

Quality: 22,135 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yookwi's solution](#)

187.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: strings
[yookwi's solution](#)

188.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[yookwi's solution](#)

189.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yookwi's solution](#)

190.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

191.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

192.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,387 global accepts · Rating: 900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[yookwi's solution](#)

193.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yookwi's solution](#)

194.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

195.

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yookwi's solution](#)

196.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[yookwi's solution](#)

197.

2031B

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

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[yookwi's solution](#)

198.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[yookwi's solution](#)

199.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[yookwi's solution](#)

200.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yookwi's solution](#)

201.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yookwi's solution](#)

202.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[yookwi's solution](#)

203.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[yookwi's solution](#)

204.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: games

[yookwi's solution](#)

205.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[yookwi's solution](#)

206.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

207.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yookwi's solution](#)

208.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[yookwi's solution](#)

209.

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

210.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

211.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

212.

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yookwi's solution](#)

213.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

214.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,061 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

215.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

216.

1927B

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

Quality: 38,133 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[yookwi's solution](#)

217.

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yookwi's solution](#)

218.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,382 global accepts · Rating: 900 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yookwi's solution](#)

219.

1915D

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

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yookwi's solution](#)

220.

1875A

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

Quality: 47,001 global accepts · Rating: 900 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yookwi's solution](#)

221.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[yookwi's solution](#)

222.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 900 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: math

[yookwi's solution](#)

223.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,058 global accepts · Rating: 1000 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

224.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

225.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[yookwi's solution](#)

226.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

227.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[yookwi's solution](#)

228.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yookwi's solution](#)

229.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yookwi's solution](#)

230.

1859B

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

Quality: 43,903 global accepts · Rating: 1000 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yookwi's solution](#)

231.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

232.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yookwi's solution](#)

233.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yookwi's solution](#)

234.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[yookwi's solution](#)

235.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

236.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yookwi's solution](#)

237.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

238.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yookwi's solution](#)

239.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yookwi's solution](#)

240.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yookwi's solution](#)

241.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[yookwi's solution](#)

242.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[yookwi's solution](#)

243.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

244.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yookwi's solution](#)

245.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[yookwi's solution](#)

246.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[yookwi's solution](#)

247.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[yookwi's solution](#)

248.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[yookwi's solution](#)

249.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

250.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[yookwi's solution](#)

251.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[yookwi's solution](#)

252.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yookwi's solution](#)

253.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[yookwi's solution](#)

254.

1930B

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

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

math

[yookwi's solution](#)

255.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yookwi's solution](#)

256.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yookwi's solution](#)

257.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,259 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: strings
[yookwi's solution](#)

258.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yookwi's solution](#)

259.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yookwi's solution](#)

260.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)

261.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings
[yookwi's solution](#)

262.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yookwi's solution](#)

263.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[yookwi's solution](#)

264.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

265.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yookwi's solution](#)

266.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

267.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[yookwi's solution](#)

268.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[yookwi's solution](#)

269.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,437 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[yookwi's solution](#)

270.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[yookwi's solution](#)

271.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[yookwi's solution](#)

272.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[yookwi's solution](#)

273.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[yookwi's solution](#)

274.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[yookwi's solution](#)

275.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[yookwi's solution](#)

276.

1826B

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

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yookwi's solution](#)

277.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[yookwi's solution](#)

278.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[yookwi's solution](#)

279.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[yookwi's solution](#)

280.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)

281.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yookwi's solution](#)

282.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yookwi's solution](#)

283.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yookwi's solution](#)

284.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yookwi's solution](#)

285.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[yookwi's solution](#)

286.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yookwi's solution](#)

287.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yookwi's solution](#)

288.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings
[yookwi's solution](#)

289.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yookwi's solution](#)

290.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[yookwi's solution](#)

291.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yookwi's solution](#)

292.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[yookwi's solution](#)

293.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[yookwi's solution](#)

294.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

295.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[yookwi's solution](#)

296.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[yookwi's solution](#)

297.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yookwi's solution](#)

298.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yookwi's solution](#)

299.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[yookwi's solution](#)

300.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yookwi's solution](#)

301.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yookwi's solution](#)

302.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yookwi's solution](#)

303.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[yookwi's solution](#)

304.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,414 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[yookwi's solution](#)

305.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yookwi's solution](#)

306.

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

[yookwi's solution](#)

307.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[yookwi's solution](#)

308.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,723 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[yookwi's solution](#)

309.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[yookwi's solution](#)

310.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yookwi's solution](#)

311.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[yookwi's solution](#)

312.

1923B

[Monsters Attack!](#) · [Tutorial](#)

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

[yookwi's solution](#)

313.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[yookwi's solution](#)

314.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[yookwi's solution](#)

315.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[yookwi's solution](#)

316.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[yookwi's solution](#)

317.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,918 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yookwi's solution](#)

318.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,537 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

319.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[yookwi's solution](#)

320.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yookwi's solution](#)

321.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[yookwi's solution](#)

322.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[yookwi's solution](#)

323.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,680 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yookwi's solution](#)

324.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

325.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yookwi's solution](#)

326.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

327.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[yookwi's solution](#)

328.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)

329.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yookwi's solution](#)

330.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,624 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)

331.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[yookwi's solution](#)

332.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[yookwi's solution](#)

333.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yookwi's solution](#)

334.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[yookwi's solution](#)

335.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[yookwi's solution](#)

336.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yookwi's solution](#)

337.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

338.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yookwi's solution](#)

339.

2056C

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

Quality: 19,437 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[yookwi's solution](#)

340.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[yookwi's solution](#)

341.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[yookwi's solution](#)

342.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[yookwi's solution](#)

343.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[yookwi's solution](#)

344.

2050C

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

Quality: 25,003 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yookwi's solution](#)

345.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[yookwi's solution](#)

346.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yookwi's solution](#)

347.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[yookwi's solution](#)

348.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yookwi's solution](#)

349.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[yookwi's solution](#)

350.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[yookwi's solution](#)

351.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[yookwi's solution](#)

352.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yookwi's solution](#)

353.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[yookwi's solution](#)

354.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

355.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[yookwi's solution](#)

356.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yookwi's solution](#)

357.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yookwi's solution](#)

358.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[yookwi's solution](#)

359.

1954C

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

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

360.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yookwi's solution](#)

361.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[yookwi's solution](#)

362.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[yookwi's solution](#)

363.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[yookwi's solution](#)

364.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yookwi's solution](#)

365.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[yookwi's solution](#)

366.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[yookwi's solution](#)

367.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[yookwi's solution](#)

368.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yookwi's solution](#)

369.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 23,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[yookwi's solution](#)

370.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[yookwi's solution](#)

371.

1922B

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

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

[yookwi's solution](#)

372.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[yookwi's solution](#)

373.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[yookwi's solution](#)

374.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[yookwi's solution](#)

375.

1875B

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

Rating: 1200 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yookwi's solution](#)

376.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

377.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[yookwi's solution](#)

378.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · MS C++ 2017 (first AC) · Tags: binary search, geometry, math

[yookwi's solution](#)

379.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · MS C++ 2017 (first AC) · Tags: math, number theory

[yookwi's solution](#)

380.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[yookwi's solution](#)

381.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[yookwi's solution](#)

382.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yookwi's solution](#)

383.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[yookwi's solution](#)

384.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yookwi's solution](#)

385.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[yookwi's solution](#)

386.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[yookwi's solution](#)

387.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[yookwi's solution](#)

388.

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[yookwi's solution](#)

389.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,206 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yookwi's solution](#)

390.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yookwi's solution](#)

391.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

392.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yookwi's solution](#)

393.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yookwi's solution](#)

394.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[yookwi's solution](#)

395.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yookwi's solution](#)

396.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yookwi's solution](#)

397.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[yookwi's solution](#)

398.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[yookwi's solution](#)

399.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

400.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[yookwi's solution](#)

401.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[yookwi's solution](#)

402.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yookwi's solution](#)

403.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[yookwi's solution](#)

404.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[yookwi's solution](#)

405.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[yookwi's solution](#)

406.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[yookwi's solution](#)

407.

2031C

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Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

408.

2024C

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Rating: 1300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yookwi's solution](#)

409.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[yookwi's solution](#)

410.

1851D

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Quality: 17,308 global accepts · Rating: 1300 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yookwi's solution](#)

411.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[yookwi's solution](#)

412.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

413.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

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414.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yookwi's solution](#)

415.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[yookwi's solution](#)

416.

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[yookwi's solution](#)

417.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[yookwi's solution](#)

418.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yookwi's solution](#)

419.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[yookwi's solution](#)

420.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[yookwi's solution](#)

421.

1869C

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

Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yookwi's solution](#)

422.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[yookwi's solution](#)

423.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[yookwi's solution](#)

424.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[yookwi's solution](#)

425.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

426.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[yookwi's solution](#)

427.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[yookwi's solution](#)

428.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[yookwi's solution](#)

429.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[yookwi's solution](#)

430.

1927D

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

Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[yookwi's solution](#)

431.

1922C

[Closest Cities](#) · [Tutorial](#)

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

[yookwi's solution](#)

432.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[yookwi's solution](#)

433.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[yookwi's solution](#)

434.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[yookwi's solution](#)

435.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[yookwi's solution](#)

436.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[yookwi's solution](#)

437.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1400 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[yookwi's solution](#)

438.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[yookwi's solution](#)

439.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[yookwi's solution](#)

440.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yookwi's solution](#)

441.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[yookwi's solution](#)

442.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[yookwi's solution](#)

443.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yookwi's solution](#)

444.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,593 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[yookwi's solution](#)

445.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

446.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yookwi's solution](#)

447.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[yookwi's solution](#)

448.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[yookwi's solution](#)

449.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yookwi's solution](#)

450.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[yookwi's solution](#)

451.

1887A1

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

Rating: 1400 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yookwi's solution](#)

452.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

453.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[yookwi's solution](#)

454.

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[yookwi's solution](#)

455.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[yookwi's solution](#)

456.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[yookwi's solution](#)

457.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[yookwi's solution](#)

458.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[yookwi's solution](#)

459.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[yookwi's solution](#)

460.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[yookwi's solution](#)

461.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[yookwi's solution](#)

462.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yookwi's solution](#)

463.

1972D1

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

Rating: 1400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yookwi's solution](#)

464.

1972C

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

Rating: 1400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[yookwi's solution](#)

465.

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

466.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

467.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[yookwi's solution](#)

468.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[yookwi's solution](#)

469.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[yookwi's solution](#)

470.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[yookwi's solution](#)

471.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[yookwi's solution](#)

472.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[yookwi's solution](#)

473.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

474.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yookwi's solution](#)

475.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[yookwi's solution](#)

476.

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[yookwi's solution](#)

477.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yookwi's solution](#)

478.

1932C

[LR-remainders](#) · [Tutorial](#)

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

479.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[yookwi's solution](#)

480.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[yookwi's solution](#)

481.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[yookwi's solution](#)

482.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[yookwi's solution](#)

483.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yookwi's solution](#)

484.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[yookwi's solution](#)

485.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[yookwi's solution](#)

486.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[yookwi's solution](#)

487.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[yookwi's solution](#)

488.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[yookwi's solution](#)

489.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[yookwi's solution](#)

490.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[yookwi's solution](#)

491.

2146D1

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

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[yookwi's solution](#)

492.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yookwi's solution](#)

493.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[yookwi's solution](#)

494.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[yookwi's solution](#)

495.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[yookwi's solution](#)

496.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[yookwi's solution](#)

497.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[yookwi's solution](#)

498.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yookwi's solution](#)

499.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[yookwi's solution](#)

500.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[yookwi's solution](#)

501.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yookwi's solution](#)

502.

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

503.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[yookwi's solution](#)

504.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[yookwi's solution](#)

505.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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506.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yookwi's solution](#)

507.

2049C

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Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yookwi's solution](#)

508.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yookwi's solution](#)

509.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,503 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[yookwi's solution](#)

510.

2026C

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Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, implementation

[yookwi's solution](#)

511.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[yookwi's solution](#)

512.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[yookwi's solution](#)

513.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

514.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[yookwi's solution](#)

515.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yookwi's solution](#)

516.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[yookwi's solution](#)

517.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[yookwi's solution](#)

518.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[yookwi's solution](#)

519.

1971E

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Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[yookwi's solution](#)

520.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs,

probabilities, trees

[yookwi's solution](#)

521.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yookwi's solution](#)

522.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[yookwi's solution](#)

523.

1925C

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

Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[yookwi's solution](#)

524.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

525.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,843 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[yookwi's solution](#)

526.

1877D

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

Rating: 1500 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[yookwi's solution](#)

527.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[yookwi's solution](#)

528.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

529.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yookwi's solution](#)

530.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[yookwi's solution](#)

531.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities
[yookwi's solution](#)

532.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yookwi's solution](#)

533.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[yookwi's solution](#)

534.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[yookwi's solution](#)

535.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[yookwi's solution](#)

536.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[yookwi's solution](#)

537.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[yookwi's solution](#)

538.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yookwi's solution](#)

539.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yookwi's solution](#)

540.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[yookwi's solution](#)

541.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[yookwi's solution](#)

542.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[yookwi's solution](#)

543.

2028C

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

Quality: 9,982 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[yookwi's solution](#)

544.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[yookwi's solution](#)

545.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,257 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[yookwi's solution](#)

546.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[yookwi's solution](#)

547.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[yookwi's solution](#)

548.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[yookwi's solution](#)

549.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

550.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[yookwi's solution](#)

551.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[yookwi's solution](#)

552.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yookwi's solution](#)

553.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yookwi's solution](#)

554.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[yookwi's solution](#)

555.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[yookwi's solution](#)

556.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yookwi's solution](#)

557.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[yookwi's solution](#)

558.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[yookwi's solution](#)

559.

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

[yookwi's solution](#)

560.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[yookwi's solution](#)

561.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,204 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[yookwi's solution](#)

562.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[yookwi's solution](#)

563.

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[yookwi's solution](#)

564.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[yookwi's solution](#)

565.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[yookwi's solution](#)

566.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[yookwi's solution](#)

567.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[yookwi's solution](#)

568.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[yookwi's solution](#)

569.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
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570.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[yookwi's solution](#)

571.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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572.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[yookwi's solution](#)

573.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[yookwi's solution](#)

574.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[yookwi's solution](#)

575.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[yookwi's solution](#)

576.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[yookwi's solution](#)

577.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[yookwi's solution](#)

578.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[yookwi's solution](#)

579.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[yookwi's solution](#)

580.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yookwi's solution](#)

581.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[yookwi's solution](#)

582.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[yookwi's solution](#)

583.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yookwi's solution](#)

584.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yookwi's solution](#)

585.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yookwi's solution](#)

586.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[yookwi's solution](#)

587.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[yookwi's solution](#)

588.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[yookwi's solution](#)

589.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[yookwi's solution](#)

590.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yookwi's solution](#)

591.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[yookwi's solution](#)

592.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[yookwi's solution](#)

593.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[yookwi's solution](#)

594.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yookwi's solution](#)

595.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[yookwi's solution](#)

596.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[yookwi's solution](#)

597.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[yookwi's solution](#)

598.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yookwi's solution](#)

599.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[yookwi's solution](#)

600.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[yookwi's solution](#)

601.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[yookwi's solution](#)

602.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[yookwi's solution](#)

603.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,488 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[yookwi's solution](#)

604.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yookwi's solution](#)

605.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yookwi's solution](#)

606.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[yookwi's solution](#)

607.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yookwi's solution](#)

608.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[yookwi's solution](#)

609.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yookwi's solution](#)

610.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

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

[yookwi's solution](#)

611.

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[yookwi's solution](#)

612.

1934C

[Find a Mine · Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[yookwi's solution](#)

613.

1937C

[Bitwise Operation Wizard · Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[yookwi's solution](#)

614.

1930C

[Lexicographically Largest · Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yookwi's solution](#)

615.

1898C

[Colorful Grid · Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yookwi's solution](#)

616.

2209D

[Ghostfires · Tutorial](#)

Quality: 5,322 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yookwi's solution](#)

617.

2145D

[Inversion Value of a Permutation · Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[yookwi's solution](#)

618.

2143D1

[Inversion Graph Coloring \(Easy Version\) · Tutorial](#)

Quality: 6,395 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[yookwi's solution](#)

619.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[yookwi's solution](#)

620.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yookwi's solution](#)

621.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[yookwi's solution](#)

622.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[yookwi's solution](#)

623.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yookwi's solution](#)

624.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[yookwi's solution](#)

625.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[yookwi's solution](#)

626.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[yookwi's solution](#)

627.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yookwi's solution](#)

628.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[yookwi's solution](#)

629.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

630.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yookwi's solution](#)

631.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[yookwi's solution](#)

632.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yookwi's solution](#)

633.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[yookwi's solution](#)

634.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[yookwi's solution](#)

635.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[yookwi's solution](#)

636.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[yookwi's solution](#)

637.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[yookwi's solution](#)

638.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[yookwi's solution](#)

639.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[yookwi's solution](#)

640.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[yookwi's solution](#)

641.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[yookwi's solution](#)

642.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yookwi's solution](#)

643.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[yookwi's solution](#)

644.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[yookwi's solution](#)

645.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yookwi's solution](#)

646.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[yookwi's solution](#)

647.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[yookwi's solution](#)

648.

1923D

[Slimes](#) · [Tutorial](#)

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

[yookwi's solution](#)

649.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

650.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[yookwi's solution](#)

651.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[yookwi's solution](#)

652.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[yookwi's solution](#)

653.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,339 global accepts · Rating: 1900 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yookwi's solution](#)

654.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yookwi's solution](#)

655.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[yookwi's solution](#)

656.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings

[yookwi's solution](#)

657.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[yookwi's solution](#)

658.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yookwi's solution](#)

659.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[yookwi's solution](#)

660.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[yookwi's solution](#)

661.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[yookwi's solution](#)

662.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[yookwi's solution](#)

663.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[yookwi's solution](#)

664.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yookwi's solution](#)

665.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[yookwi's solution](#)

666.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[yookwi's solution](#)

667.

1887A2

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

Rating: 1900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[yookwi's solution](#)

668.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[yookwi's solution](#)

669.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,021 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[yookwi's solution](#)

670.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[yookwi's solution](#)

671.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[yookwi's solution](#)

672.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[yookwi's solution](#)

673.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[yookwi's solution](#)

674.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[yookwi's solution](#)

675.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[yookwi's solution](#)

676.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[yookwi's solution](#)

677.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yookwi's solution](#)

678.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yookwi's solution](#)

679.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[yookwi's solution](#)

680.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[yookwi's solution](#)

681.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yookwi's solution](#)

682.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[yookwi's solution](#)

683.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[yookwi's solution](#)

684.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[yookwi's solution](#)

685.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yookwi's solution](#)

686.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[yookwi's solution](#)

687.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[yookwi's solution](#)

688.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[yookwi's solution](#)

689.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[yookwi's solution](#)

690.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[yookwi's solution](#)

691.

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

[yookwi's solution](#)

692.

1926G

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

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

[yookwi's solution](#)

693.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[yookwi's solution](#)

694.

1928D

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

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

[yookwi's solution](#)

695.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yookwi's solution](#)

696.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yookwi's solution](#)

697.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

698.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[yookwi's solution](#)

699.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[yookwi's solution](#)

700.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yookwi's solution](#)

701.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[yookwi's solution](#)

702.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[yookwi's solution](#)

703.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[yookwi's solution](#)

704.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[yookwi's solution](#)

705.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yookwi's solution](#)

706.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[yookwi's solution](#)

707.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[yookwi's solution](#)

708.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[yookwi's solution](#)

709.

1831D

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

Rating: 2000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[yookwi's solution](#)

710.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yookwi's solution](#)

711.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[yookwi's solution](#)

712.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[yookwi's solution](#)

713.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yookwi's solution](#)

714.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[yookwi's solution](#)

715.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[yookwi's solution](#)

716.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[yookwi's solution](#)

717.

1978E

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

Quality: 4,607 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yookwi's solution](#)

718.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[yookwi's solution](#)

719.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[yookwi's solution](#)

720.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[yookwi's solution](#)

721.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[yookwi's solution](#)

722.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[yookwi's solution](#)

723.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[yookwi's solution](#)

724.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[yookwi's solution](#)

725.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[yookwi's solution](#)

726.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[yookwi's solution](#)

727.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[yookwi's solution](#)

728.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[yookwi's solution](#)

729.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[yookwi's solution](#)

730.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[yookwi's solution](#)

731.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[yookwi's solution](#)

732.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[yookwi's solution](#)

733.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[yookwi's solution](#)

734.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[yookwi's solution](#)

735.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[yookwi's solution](#)

736.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[yookwi's solution](#)

737.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yookwi's solution](#)

738.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[yookwi's solution](#)

739.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yookwi's solution](#)

740.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[yookwi's solution](#)

741.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[yookwi's solution](#)

742.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[yookwi's solution](#)

743.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yookwi's solution](#)

744.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[yookwi's solution](#)

745.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[yookwi's solution](#)

746.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[yookwi's solution](#)

747.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[yookwi's solution](#)

748.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[yookwi's solution](#)

749.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[yookwi's solution](#)

750.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[yookwi's solution](#)

751.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,776 global accepts · Rating: 2200 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[yookwi's solution](#)

752.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[yookwi's solution](#)

753.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yookwi's solution](#)

754.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[yookwi's solution](#)

755.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yookwi's solution](#)

756.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[yookwi's solution](#)

757.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[yookwi's solution](#)

758.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yookwi's solution](#)

759.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[yookwi's solution](#)

760.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[yookwi's solution](#)

761.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[yookwi's solution](#)

762.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yookwi's solution](#)

763.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[yookwi's solution](#)

764.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[yookwi's solution](#)

765.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[yookwi's solution](#)

766.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[yookwi's solution](#)

767.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yookwi's solution](#)

768.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[yookwi's solution](#)

769.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yookwi's solution](#)

770.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[yookwi's solution](#)

771.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
[yookwi's solution](#)

772.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[yookwi's solution](#)

773.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[yookwi's solution](#)

774.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy
[yookwi's solution](#)

775.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[yookwi's solution](#)

776.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[yookwi's solution](#)

777.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[yookwi's solution](#)

778.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[yookwi's solution](#)

779.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[yookwi's solution](#)

780.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[yookwi's solution](#)

781.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[yookwi's solution](#)

782.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[yookwi's solution](#)

783.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[yookwi's solution](#)

784.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[yookwi's solution](#)

785.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[yookwi's solution](#)

786.

558E

[A Simple Task · Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[yookwi's solution](#)

787.

2122D

[Traffic Lights · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

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788.

2111F

[Puzzle · Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yookwi's solution](#)

789.

1826E

[Walk the Runway · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

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790.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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791.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[yookwi's solution](#)

792.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[yookwi's solution](#)

793.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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794.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[yookwi's solution](#)

795.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yookwi's solution](#)

796.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[yookwi's solution](#)

797.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yookwi's solution](#)

798.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[yookwi's solution](#)

799.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[yookwi's solution](#)

800.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[yookwi's solution](#)

801.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[yookwi's solution](#)

802.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[yookwi's solution](#)

803.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
[yookwi's solution](#)

804.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[yookwi's solution](#)

805.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[yookwi's solution](#)

806.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
[yookwi's solution](#)

807.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy
[yookwi's solution](#)

808.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[yookwi's solution](#)

809.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,199 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[yookwi's solution](#)

810.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[yookwi's solution](#)

811.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,021 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yookwi's solution](#)

812.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,135 global accepts · Rating: — · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

813.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,687 global accepts · Rating: — · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yookwi's solution](#)

814.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[yookwi's solution](#)

815.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yookwi's solution](#)

816.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[yookwi's solution](#)

817.

105755H

[Heaps of Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yookwi's solution](#)

818.

105755I

[In the News](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yookwi's solution](#)

819.

105755C

[Count Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yookwi's solution](#)

820.

105755E

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

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yookwi's solution](#)

821.

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[yookwi's solution](#)

822.

105755G

[Grids of Grids](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[yookwi's solution](#)

823.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[yookwi's solution](#)

824.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[yookwi's solution](#)

825.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[yookwi's solution](#)

826.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[yookwi's solution](#)

827.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[yookwi's solution](#)