

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — yoru sacri

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

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Filters: none

Count: 1,070

- 1.**  
2209A  
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Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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- 2.**  
2204A  
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Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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- 3.**  
2208A  
[Bingo Candies](#) · [Tutorial](#)  
Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yoru sacri's solution](#)
- 4.**  
2207A  
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Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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- 5.**  
2163A  
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- 6.**  
2164A  
[Sequence Game](#) · [Tutorial](#)  
Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
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- 7.**  
2161A  
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- 8.**  
2153B  
[Bitwise Reversion](#) · [Tutorial](#)  
Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy  
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- 9.**  
2153A  
[Circle of Apple Trees](#) · [Tutorial](#)  
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**10.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**11.**

2152A

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

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**12.**

2151A

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

Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings  
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**13.**

2146A

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

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**14.**

2147A

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Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
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**15.**

2143A

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**16.**

2144A

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**17.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

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**18.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
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**19.**

2140A

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**20.**

2136A

[In the Dream](#) · [Tutorial](#)

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**21.**

2134A

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**22.**

2133B

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**23.**

2133A

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**24.**

2132A

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**25.**

2131B

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**26.**

2131A

[Lever](#) · [Tutorial](#)

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**27.**

2127A

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**28.**

2130A

[Submission is All You Need](#) · [Tutorial](#)

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**29.**

2128A

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**30.**

2122A

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greedy

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**31.**

1942A

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**32.**

2112A

[Race](#) · [Tutorial](#)

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**33.**

2120A

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**34.**

2113A

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**35.**

2118A

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**36.**

2114A

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**37.**

2110A

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**38.**

2109A

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**39.**

1861A

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**40.**

2108A

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41.

2104A

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42.

2098A

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43.

2103A

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44.

2096A

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45.

2093A

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46.

2084A

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47.

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48.

2092A

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49.

2090A

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50.

2082A

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51.

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**52.**

2078A

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**53.**

2071A

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**54.**

2070A

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**55.**

2072A

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[yoru\\_sacri's solution](#)

**56.**

2069A

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2064A

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**58.**

2067A

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**59.**

2065B

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**60.**

2065A

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**61.**

1966A

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**62.**

2059A

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**63.**

2062A

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**64.**

2063A

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**65.**

2061A

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**66.**

2056A

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**67.**

1969A

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**68.**

2055A

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Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

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**69.**

2057A

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Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**70.**

2053A

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Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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**71.**

2043A

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

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**72.**

2049A

[MEX Destruction](#) · [Tutorial](#)

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**73.**

2051B

[Journey](#) · [Tutorial](#)

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**74.**

2051A

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**75.**

2048A

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**76.**

2040A

[Game of Division](#) · [Tutorial](#)

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**77.**

1972A

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**78.**

2050A

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**79.**

2047A

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**80.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**81.**

2034A

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**82.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
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**83.**

1955A

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**84.**

1981A

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**85.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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**86.**

1984A

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**87.**

1968B

[Prefiquence](#) · [Tutorial](#)

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[yuru\\_sacri's solution](#)

**88.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**89.**

1979A

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

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**90.**

2038J

[Waiting for...](#) · [Tutorial](#)

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**91.**

2038N

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

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**92.**

2037B

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**93.**

2037A

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**94.**

2031A

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Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**95.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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**96.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**97.**

1982A

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Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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**98.**

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**99.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**100.**

1987A

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Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**101.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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**102.**

1926A

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

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**103.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**104.**

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**105.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**106.**

2036A

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**107.**

2032A

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Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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**108.**

2035A

[Sliding](#) · [Tutorial](#)

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**109.**

2027A

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**110.**

2033A

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**111.**

1995A

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**112.**

1975A

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Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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**113.**

1974B

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**114.**

1974A

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**115.**

2024A

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**116.**

2030B

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**117.**

2030A

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**118.**

2022A

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**119.**

2025A

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**120.**

1991A

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**121.**

1980B

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**122.**

1980A

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**123.**

2021A

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**124.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**125.**

1950B

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**126.**

1950A

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**127.**

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
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**128.**

1971B

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**129.**

1971A

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**130.**

1986A

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**131.**

2019A

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**132.**

2003B

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**133.**

2003A

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**134.**

1992B

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**135.**

1992A

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[yuru\\_sacri's solution](#)

**136.**

2014B

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**137.**

2014A

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**138.**

2013A

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**139.**

2001B

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

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**140.**

2001A

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**141.**

2008C

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**142.**

2008B

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Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

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**143.**

2008A

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Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**144.**

2009B

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**145.**

2009A

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Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**146.**

2007A

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Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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**147.**

2004A

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Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**148.**

2000B

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**149.**

2000A

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**150.**

2002A

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**151.**

1998A

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**152.**

1996B

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**153.**

1996A

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**154.**

1999A

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**155.**

1999C

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Quality: 41,641 global accepts · Rating: 800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**156.**

1985B

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**157.**

1985A

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**158.**

1993A

[Question Marks](#) · [Tutorial](#)

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**159.**

1997A

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**160.**

1849A

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**161.**

1855A

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**162.**

1851B

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**163.**

1851A

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**164.**

1853A

[Desorting](#) · [Tutorial](#)

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**165.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
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**166.**

1807B

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**167.**

1807A

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**168.**

1809A

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**169.**

1806A

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**170.**

1804A

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**171.**

1749A

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**172.**

1742B

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**173.**

1742A

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**174.**

1741A

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**175.**

1713A

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**176.**

2209B

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**177.**

2148C

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Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**178.**

2140B

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**179.**

2136B

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**180.**

2132B

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**181.**

2114B

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**182.**

2110B

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Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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**183.**

2093B

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**184.**

2072B

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Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

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**185.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yoru\\_sacri's solution](#)

**186.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**187.**

1972B

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Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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**188.**

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

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**189.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yoru\\_sacri's solution](#)

**190.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[yoru\\_sacri's solution](#)

**191.**

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[yoru\\_sacri's solution](#)

**192.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**193.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[yoru\\_sacri's solution](#)

**194.**

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yoru\\_sacri's solution](#)

**195.**

2035B

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

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

[yoru\\_sacri's solution](#)

**196.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[yoru\\_sacri's solution](#)

**197.**

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**198.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[yoru\\_sacri's solution](#)

**199.**

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[yoru\\_sacri's solution](#)

**200.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yoru\\_sacri's solution](#)

**201.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**202.**

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**203.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[yoru\\_sacri's solution](#)

**204.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[yoru\\_sacri's solution](#)

**205.**

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-30 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[yoru\\_sacri's solution](#)

**206.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2023-03-19 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[yoru\\_sacri's solution](#)

**207.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**208.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**209.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**210.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**211.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**212.**

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[yoru\\_sacri's solution](#)

**213.**

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[yoru\\_sacri's solution](#)

**214.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[yoru\\_sacri's solution](#)

**215.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yoru\\_sacri's solution](#)

**216.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[yoru\\_sacri's solution](#)

**217.**

2104B

[Move to the End](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**218.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[yoru\\_sacri's solution](#)

**219.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[yoru\\_sacri's solution](#)

**220.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation  
[yoru\\_sacri's solution](#)

**221.**

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**222.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yoru\\_sacri's solution](#)

**223.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[yoru\\_sacri's solution](#)

**224.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[yoru\\_sacri's solution](#)

**225.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**226.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[yoru\\_sacri's solution](#)

**227.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[yoru\\_sacri's solution](#)

**228.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yoru\\_sacri's solution](#)

**229.**

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[yoru\\_sacri's solution](#)

**230.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[yoru\\_sacri's solution](#)

**231.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yoru\\_sacri's solution](#)

**232.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yoru\\_sacri's solution](#)

**233.**

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[yoru\\_sacri's solution](#)

**234.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**235.**

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yoru\\_sacri's solution](#)

**236.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yoru\\_sacri's solution](#)

**237.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[yoru\\_sacri's solution](#)

**238.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games  
[yoru\\_sacri's solution](#)

**239.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[yoru\\_sacri's solution](#)

**240.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[yoru\\_sacri's solution](#)

**241.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[yoru\\_sacri's solution](#)

**242.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[yoru\\_sacri's solution](#)

**243.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[yoru\\_sacri's solution](#)

**244.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[yoru\\_sacri's solution](#)

**245.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-17 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[yoru\\_sacri's solution](#)

**246.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[yoru\\_sacri's solution](#)

**247.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[yoru\\_sacri's solution](#)

**248.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[yoru\\_sacri's solution](#)

**249.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**250.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**251.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[yoru\\_sacri's solution](#)

**252.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**253.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**254.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[yoru\\_sacri's solution](#)

**255.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yoru\\_sacri's solution](#)

**256.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[yoru\\_sacri's solution](#)

**257.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[yoru\\_sacri's solution](#)

**258.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[yoru\\_sacri's solution](#)

**259.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[yoru\\_sacri's solution](#)

**260.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[yoru\\_sacri's solution](#)

**261.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[yoru\\_sacri's solution](#)

**262.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math  
[yoru\\_sacri's solution](#)

**263.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**264.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[yoru\\_sacri's solution](#)

**265.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[yoru\\_sacri's solution](#)

**266.**

2065C1

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

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy  
[yoru\\_sacri's solution](#)

**267.**

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[yoru\\_sacri's solution](#)

**268.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**269.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[yoru\\_sacri's solution](#)

**270.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[yoru\\_sacri's solution](#)

**271.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**272.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[yoru\\_sacri's solution](#)

**273.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**274.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yoru\\_sacri's solution](#)

**275.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[yoru\\_sacri's solution](#)

**276.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**277.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[yoru\\_sacri's solution](#)

**278.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yoru\\_sacri's solution](#)

**279.**

2027B

[Stalin Sort](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**280.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**281.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[yoru\\_sacri's solution](#)

**282.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**283.**

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yoru\\_sacri's solution](#)

**284.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**285.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[yoru\\_sacri's solution](#)

**286.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[yoru\\_sacri's solution](#)

**287.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**288.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[yoru\\_sacri's solution](#)

**289.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math  
[yoru\\_sacri's solution](#)

**290.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[yoru\\_sacri's solution](#)

**291.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[yoru\\_sacri's solution](#)

**292.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[yoru\\_sacri's solution](#)

**293.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**294.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[yoru\\_sacri's solution](#)

**295.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers  
[yoru\\_sacri's solution](#)

**296.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[yoru\\_sacri's solution](#)

**297.**

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-21 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[yoru\\_sacri's solution](#)

**298.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[yoru\\_sacri's solution](#)

**299.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**300.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[yoru\\_sacri's solution](#)

**301.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[yoru\\_sacri's solution](#)

**302.**

2136C

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

Rating: 1200 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yoru\\_sacri's solution](#)

**303.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[yoru\\_sacri's solution](#)

**304.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[yoru\\_sacri's solution](#)

**305.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[yoru\\_sacri's solution](#)

**306.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**307.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yoru\\_sacri's solution](#)

**308.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[yoru\\_sacri's solution](#)

**309.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[yoru\\_sacri's solution](#)

**310.**

2092C

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

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**311.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**312.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
[yoru\\_sacri's solution](#)

**313.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[yoru\\_sacri's solution](#)

**314.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[yoru\\_sacri's solution](#)

**315.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[yoru\\_sacri's solution](#)

**316.**

2056C

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

Quality: 19,434 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[yoru\\_sacri's solution](#)

**317.**

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[yoru\\_sacri's solution](#)

**318.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,919 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers  
[yoru\\_sacri's solution](#)

**319.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[yoru\\_sacri's solution](#)

**320.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[yoru\\_sacri's solution](#)

**321.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[yoru\\_sacri's solution](#)

**322.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yoru\\_sacri's solution](#)

**323.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[yoru\\_sacri's solution](#)

**324.**

2039C1

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

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

**325.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[yoru\\_sacri's solution](#)

**326.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[yoru\\_sacri's solution](#)

**327.**

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[yoru\\_sacri's solution](#)

**328.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yoru\\_sacri's solution](#)

**329.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yoru\\_sacri's solution](#)

**330.**

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yoru\\_sacri's solution](#)

**331.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[yoru\\_sacri's solution](#)

**332.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**333.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[yoru\\_sacri's solution](#)

**334.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[yoru\\_sacri's solution](#)

**335.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[yoru\\_sacri's solution](#)

**336.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[yoru\\_sacri's solution](#)

**337.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yoru\\_sacri's solution](#)

**338.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[yuru\\_sacri's solution](#)

**339.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[yuru\\_sacri's solution](#)

**340.**

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[yuru\\_sacri's solution](#)

**341.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers  
[yuru\\_sacri's solution](#)

**342.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings  
[yuru\\_sacri's solution](#)

**343.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math  
[yuru\\_sacri's solution](#)

**344.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-24 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
[yuru\\_sacri's solution](#)

**345.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[yuru\\_sacri's solution](#)

**346.**

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[yuru\\_sacri's solution](#)

**347.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy  
[yuru\\_sacri's solution](#)

**348.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[yuru\\_sacri's solution](#)

**349.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[yoru\\_sacri's solution](#)

**350.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[yoru\\_sacri's solution](#)

**351.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yoru\\_sacri's solution](#)

**352.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[yoru\\_sacri's solution](#)

**353.**

2127B

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

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

[yoru\\_sacri's solution](#)

**354.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[yoru\\_sacri's solution](#)

**355.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[yoru\\_sacri's solution](#)

**356.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yoru\\_sacri's solution](#)

**357.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[yoru\\_sacri's solution](#)

**358.**

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[yoru\\_sacri's solution](#)

**359.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[yoru\\_sacri's solution](#)

**360.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[yoru\\_sacri's solution](#)

**361.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[yoru\\_sacri's solution](#)

**362.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**363.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[yoru\\_sacri's solution](#)

**364.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[yoru\\_sacri's solution](#)

**365.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[yoru\\_sacri's solution](#)

**366.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[yoru\\_sacri's solution](#)

**367.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**368.**

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[yoru\\_sacri's solution](#)

**369.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[yoru\\_sacri's solution](#)

**370.**

2050D

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

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[yoru\\_sacri's solution](#)

**371.**

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[yoru\\_sacri's solution](#)

**372.**

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[yoru\\_sacri's solution](#)

**373.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[yoru\\_sacri's solution](#)

**374.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[yoru\\_sacri's solution](#)

**375.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[yoru\\_sacri's solution](#)

**376.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[yoru\\_sacri's solution](#)

**377.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[yoru\\_sacri's solution](#)

**378.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yoru\\_sacri's solution](#)

**379.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[yoru\\_sacri's solution](#)

**380.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**381.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices  
[yoru\\_sacri's solution](#)

**382.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**383.**

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math  
[yoru\\_sacri's solution](#)

**384.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[yoru\\_sacri's solution](#)

**385.**

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yoru\\_sacri's solution](#)

**386.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[yoru\\_sacri's solution](#)

**387.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[yoru\\_sacri's solution](#)

**388.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yoru\\_sacri's solution](#)

**389.**

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**390.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yoru\\_sacri's solution](#)

**391.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[yoru\\_sacri's solution](#)

**392.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[yoru\\_sacri's solution](#)

**393.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[yoru\\_sacri's solution](#)

**394.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive  
[yoru\\_sacri's solution](#)

**395.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[yoru\\_sacri's solution](#)

**396.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[yoru\\_sacri's solution](#)

**397.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[yoru\\_sacri's solution](#)

**398.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[yoru\\_sacri's solution](#)

**399.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[yuru\\_sacri's solution](#)

**400.**

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[yuru\\_sacri's solution](#)

**401.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[yuru\\_sacri's solution](#)

**402.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees  
[yuru\\_sacri's solution](#)

**403.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[yuru\\_sacri's solution](#)

**404.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[yuru\\_sacri's solution](#)

**405.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[yuru\\_sacri's solution](#)

**406.**

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[yuru\\_sacri's solution](#)

**407.**

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[yuru\\_sacri's solution](#)

**408.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[yuru\\_sacri's solution](#)

**409.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[yuru\\_sacri's solution](#)

**410.**

2098B

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

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[yuru\\_sacri's solution](#)

**411.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[yuru\\_sacri's solution](#)

**412.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[yuru\\_sacri's solution](#)

**413.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yuru\\_sacri's solution](#)

**414.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[yuru\\_sacri's solution](#)

**415.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yuru\\_sacri's solution](#)

**416.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[yuru\\_sacri's solution](#)

**417.**

1972D1

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

Rating: 1400 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yuru\\_sacri's solution](#)

**418.**

1972C

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

Rating: 1400 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[yuru\\_sacri's solution](#)

**419.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[yoru\\_sacri's solution](#)

**420.**

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[yoru\\_sacri's solution](#)

**421.**

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[yoru\\_sacri's solution](#)

**422.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers  
[yoru\\_sacri's solution](#)

**423.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[yoru\\_sacri's solution](#)

**424.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings  
[yoru\\_sacri's solution](#)

**425.**

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[yoru\\_sacri's solution](#)

**426.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[yoru\\_sacri's solution](#)

**427.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[yoru\\_sacri's solution](#)

**428.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[yoru\\_sacri's solution](#)

**429.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[yoru\\_sacri's solution](#)

**430.**

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[yoru\\_sacri's solution](#)

**431.**

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[yoru\\_sacri's solution](#)

**432.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yoru\\_sacri's solution](#)

**433.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[yoru\\_sacri's solution](#)

**434.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[yoru\\_sacri's solution](#)

**435.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[yoru\\_sacri's solution](#)

**436.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[yoru\\_sacri's solution](#)

**437.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**438.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[yoru\\_sacri's solution](#)

**439.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yoru\\_sacri's solution](#)

**440.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[yoru\\_sacri's solution](#)

**441.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[yoru\\_sacri's solution](#)

**442.**

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[yoru\\_sacri's solution](#)

**443.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yoru\\_sacri's solution](#)

**444.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**445.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yoru\\_sacri's solution](#)

**446.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**447.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[yoru\\_sacri's solution](#)

**448.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[yoru\\_sacri's solution](#)

**449.**

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[yoru\\_sacri's solution](#)

**450.**

2147C

[Rabbits · Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yoru\\_sacri's solution](#)

**451.**

2140C

[Ultimate Value · Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[yoru\\_sacri's solution](#)

**452.**

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[yoru\\_sacri's solution](#)

**453.**

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yoru\\_sacri's solution](#)

**454.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[yoru\\_sacri's solution](#)

**455.**

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[yoru\\_sacri's solution](#)

**456.**

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[yoru\\_sacri's solution](#)

**457.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yoru\\_sacri's solution](#)

**458.**

1792C

[Min Max Sort · Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[yoru\\_sacri's solution](#)

**459.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[yoru\\_sacri's solution](#)

**460.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yoru\\_sacri's solution](#)

**461.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[yoru\\_sacri's solution](#)

**462.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[yoru\\_sacri's solution](#)

**463.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[yoru\\_sacri's solution](#)

**464.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[yoru\\_sacri's solution](#)

**465.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**466.**

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yoru\\_sacri's solution](#)

**467.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[yoru\\_sacri's solution](#)

**468.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings  
[yuru\\_sacri's solution](#)

**469.**

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[yuru\\_sacri's solution](#)

**470.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[yuru\\_sacri's solution](#)

**471.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[yuru\\_sacri's solution](#)

**472.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[yuru\\_sacri's solution](#)

**473.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[yuru\\_sacri's solution](#)

**474.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[yuru\\_sacri's solution](#)

**475.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[yuru\\_sacri's solution](#)

**476.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[yuru\\_sacri's solution](#)

**477.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[yuru\\_sacri's solution](#)

**478.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yoru\\_sacri's solution](#)

**479.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[yoru\\_sacri's solution](#)

**480.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[yoru\\_sacri's solution](#)

**481.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[yoru\\_sacri's solution](#)

**482.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[yoru\\_sacri's solution](#)

**483.**

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-02 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yoru\\_sacri's solution](#)

**484.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[yoru\\_sacri's solution](#)

**485.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**486.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-17 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[yoru\\_sacri's solution](#)

**487.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yoru\\_sacri's solution](#)

**488.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[yoru\\_sacri's solution](#)

**489.**

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[yoru\\_sacri's solution](#)

**490.**

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[yoru\\_sacri's solution](#)

**491.**

2167E

[khba Loves to Sleep! · Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[yoru\\_sacri's solution](#)

**492.**

2167F

[Tree, TREE!!! · Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[yoru\\_sacri's solution](#)

**493.**

2167G

[Mukhammadali and the Smooth Array · Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yoru\\_sacri's solution](#)

**494.**

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[yoru\\_sacri's solution](#)

**495.**

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[yoru\\_sacri's solution](#)

**496.**

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[yoru\\_sacri's solution](#)

**497.**

2125D

[Segments Covering · Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[yoru\\_sacri's solution](#)

**498.**

2117E

[Lost Soul · Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[yoru\\_sacri's solution](#)

**499.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**500.**

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[yoru\\_sacri's solution](#)

**501.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[yoru\\_sacri's solution](#)

**502.**

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[yoru\\_sacri's solution](#)

**503.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**504.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**505.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[yoru\\_sacri's solution](#)

**506.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[yoru\\_sacri's solution](#)

**507.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yoru\\_sacri's solution](#)

**508.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[yoru\\_sacri's solution](#)

**509.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[yoru\\_sacri's solution](#)

**510.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[yoru\\_sacri's solution](#)

**511.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[yoru\\_sacri's solution](#)

**512.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[yoru\\_sacri's solution](#)

**513.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**514.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**515.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**516.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[yoru\\_sacri's solution](#)

**517.**

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**518.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**519.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[yoru\\_sacri's solution](#)

**520.**

1941E

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

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[yoru\\_sacri's solution](#)

**521.**

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**522.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[yoru\\_sacri's solution](#)

**523.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[yoru\\_sacri's solution](#)

**524.**

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[yoru\\_sacri's solution](#)

**525.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[yoru\\_sacri's solution](#)

**526.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[yoru\\_sacri's solution](#)

**527.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yoru\\_sacri's solution](#)

**528.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[yoru\\_sacri's solution](#)

**529.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[yoru\\_sacri's solution](#)

**530.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[yoru\\_sacri's solution](#)

**531.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[yoru\\_sacri's solution](#)

**532.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[yoru\\_sacri's solution](#)

**533.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[yoru\\_sacri's solution](#)

**534.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[yoru\\_sacri's solution](#)

**535.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yoru\\_sacri's solution](#)

**536.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yoru\\_sacri's solution](#)

**537.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[yoru\\_sacri's solution](#)

**538.**

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[yuru\\_sacri's solution](#)

**539.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[yuru\\_sacri's solution](#)

**540.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[yuru\\_sacri's solution](#)

**541.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yuru\\_sacri's solution](#)

**542.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[yuru\\_sacri's solution](#)

**543.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[yuru\\_sacri's solution](#)

**544.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[yuru\\_sacri's solution](#)

**545.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[yuru\\_sacri's solution](#)

**546.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yuru\\_sacri's solution](#)

**547.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[yuru\\_sacri's solution](#)

**548.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[yuru\\_sacri's solution](#)

**549.**

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yoru\\_sacri's solution](#)

**550.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[yoru\\_sacri's solution](#)

**551.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[yoru\\_sacri's solution](#)

**552.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[yoru\\_sacri's solution](#)

**553.**

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[yoru\\_sacri's solution](#)

**554.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[yoru\\_sacri's solution](#)

**555.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[yoru\\_sacri's solution](#)

**556.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[yoru\\_sacri's solution](#)

**557.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[yoru\\_sacri's solution](#)

**558.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

interactive, math, number theory

[yoru\\_sacri's solution](#)

**559.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[yoru\\_sacri's solution](#)

**560.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yoru\\_sacri's solution](#)

**561.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[yoru\\_sacri's solution](#)

**562.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[yoru\\_sacri's solution](#)

**563.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[yoru\\_sacri's solution](#)

**564.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[yoru\\_sacri's solution](#)

**565.**

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[yoru\\_sacri's solution](#)

**566.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[yoru\\_sacri's solution](#)

**567.**

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[yoru\\_sacri's solution](#)

**568.**

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[yuru\\_sacri's solution](#)

**569.**

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[yuru\\_sacri's solution](#)

**570.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[yuru\\_sacri's solution](#)

**571.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs  
[yuru\\_sacri's solution](#)

**572.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · last AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory  
[yuru\\_sacri's solution](#)

**573.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[yuru\\_sacri's solution](#)

**574.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers  
[yuru\\_sacri's solution](#)

**575.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[yuru\\_sacri's solution](#)

**576.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[yuru\\_sacri's solution](#)

**577.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[yuru\\_sacri's solution](#)

**578.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[yoru\\_sacri's solution](#)

**579.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers  
[yoru\\_sacri's solution](#)

**580.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[yoru\\_sacri's solution](#)

**581.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees  
[yoru\\_sacri's solution](#)

**582.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings  
[yoru\\_sacri's solution](#)

**583.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[yoru\\_sacri's solution](#)

**584.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
[yoru\\_sacri's solution](#)

**585.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[yoru\\_sacri's solution](#)

**586.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[yoru\\_sacri's solution](#)

**587.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[yoru\\_sacri's solution](#)

**588.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[yoru\\_sacri's solution](#)

**589.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[yoru\\_sacri's solution](#)

**590.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[yoru\\_sacri's solution](#)

**591.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[yoru\\_sacri's solution](#)

**592.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[yoru\\_sacri's solution](#)

**593.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[yoru\\_sacri's solution](#)

**594.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[yoru\\_sacri's solution](#)

**595.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[yoru\\_sacri's solution](#)

**596.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[yoru\\_sacri's solution](#)

**597.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[yoru\\_sacri's solution](#)

**598.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[yoru\\_sacri's solution](#)

**599.**

1807F

[Bouncy Ball · Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[yoru\\_sacri's solution](#)

**600.**

2164D

[Copy String · Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[yoru\\_sacri's solution](#)

**601.**

2153D

[Not Alone · Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yoru\\_sacri's solution](#)

**602.**

2155D

[Batteries · Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[yoru\\_sacri's solution](#)

**603.**

2144D

[Price Tags · Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[yoru\\_sacri's solution](#)

**604.**

2148F

[Gravity Falls · Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**605.**

2138C1

[Maple and Tree Beauty \(Easy Version\) · Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[yoru\\_sacri's solution](#)

**606.**

2127D

[Root was Built by Love, Broken by Destiny · Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yoru\\_sacri's solution](#)

**607.**

132C

[Logo Turtle · Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[yoru\\_sacri's solution](#)

**608.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[yoru\\_sacri's solution](#)

**609.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[yoru\\_sacri's solution](#)

**610.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees  
[yoru\\_sacri's solution](#)

**611.**

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers  
[yoru\\_sacri's solution](#)

**612.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy  
[yoru\\_sacri's solution](#)

**613.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[yoru\\_sacri's solution](#)

**614.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[yoru\\_sacri's solution](#)

**615.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings  
[yoru\\_sacri's solution](#)

**616.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[yoru\\_sacri's solution](#)

**617.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[yoru\\_sacri's solution](#)

**618.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[yuru\\_sacri's solution](#)

**619.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings  
[yuru\\_sacri's solution](#)

**620.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs  
[yuru\\_sacri's solution](#)

**621.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy  
[yuru\\_sacri's solution](#)

**622.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[yuru\\_sacri's solution](#)

**623.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp  
[yuru\\_sacri's solution](#)

**624.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
[yuru\\_sacri's solution](#)

**625.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[yuru\\_sacri's solution](#)

**626.**

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[yuru\\_sacri's solution](#)

**627.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers  
[yuru\\_sacri's solution](#)

**628.**

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yoru\\_sacri's solution](#)

**629.**

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[yoru\\_sacri's solution](#)

**630.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yoru\\_sacri's solution](#)

**631.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yoru\\_sacri's solution](#)

**632.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[yoru\\_sacri's solution](#)

**633.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[yoru\\_sacri's solution](#)

**634.**

2039C2

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

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

[yoru\\_sacri's solution](#)

**635.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[yoru\\_sacri's solution](#)

**636.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[yoru\\_sacri's solution](#)

**637.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[yoru\\_sacri's solution](#)

**638.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[yoru\\_sacri's solution](#)

**639.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[yoru\\_sacri's solution](#)

**640.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yoru\\_sacri's solution](#)

**641.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**642.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[yoru\\_sacri's solution](#)

**643.**

1974E

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

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[yoru\\_sacri's solution](#)

**644.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yoru\\_sacri's solution](#)

**645.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[yoru\\_sacri's solution](#)

**646.**

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[yoru\\_sacri's solution](#)

**647.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[yoru\\_sacri's solution](#)

**648.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[yoru\\_sacri's solution](#)

**649.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[yoru\\_sacri's solution](#)

**650.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[yoru\\_sacri's solution](#)

**651.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[yoru\\_sacri's solution](#)

**652.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[yoru\\_sacri's solution](#)

**653.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[yoru\\_sacri's solution](#)

**654.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yoru\\_sacri's solution](#)

**655.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[yoru\\_sacri's solution](#)

**656.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[yoru\\_sacri's solution](#)

**657.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yoru\\_sacri's solution](#)

**658.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[yoru\\_sacri's solution](#)

**659.**

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[yoru\\_sacri's solution](#)

**660.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[yoru\\_sacri's solution](#)

**661.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[yoru\\_sacri's solution](#)

**662.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[yoru\\_sacri's solution](#)

**663.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[yoru\\_sacri's solution](#)

**664.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[yoru\\_sacri's solution](#)

**665.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yoru\\_sacri's solution](#)

**666.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[yoru\\_sacri's solution](#)

**667.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, implementation, sortings, strings

[yuru\\_sacri's solution](#)

**668.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[yuru\\_sacri's solution](#)

**669.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[yuru\\_sacri's solution](#)

**670.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, sortings

[yuru\\_sacri's solution](#)

**671.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[yuru\\_sacri's solution](#)

**672.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[yuru\\_sacri's solution](#)

**673.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yuru\\_sacri's solution](#)

**674.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[yuru\\_sacri's solution](#)

**675.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yuru\\_sacri's solution](#)

**676.**

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[yuru\\_sacri's solution](#)

**677.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[yuru\\_sacri's solution](#)

**678.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[yoru\\_sacri's solution](#)

**679.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings  
[yoru\\_sacri's solution](#)

**680.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
[yoru\\_sacri's solution](#)

**681.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[yoru\\_sacri's solution](#)

**682.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math  
[yoru\\_sacri's solution](#)

**683.**

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-08 · last AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[yoru\\_sacri's solution](#)

**684.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**685.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers  
[yoru\\_sacri's solution](#)

**686.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[yoru\\_sacri's solution](#)

**687.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[yoru\\_sacri's solution](#)

**688.**

2053E

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

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

[yoru\\_sacri's solution](#)

**689.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[yoru\\_sacri's solution](#)

**690.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[yoru\\_sacri's solution](#)

**691.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[yoru\\_sacri's solution](#)

**692.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[yoru\\_sacri's solution](#)

**693.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[yoru\\_sacri's solution](#)

**694.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[yoru\\_sacri's solution](#)

**695.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[yoru\\_sacri's solution](#)

**696.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[yoru\\_sacri's solution](#)

**697.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[yuru\\_sacri's solution](#)

**698.**

1968G1

[Division + LCP \(easy version\) · Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[yuru\\_sacri's solution](#)

**699.**

2038G

[Guess One Character · Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yuru\\_sacri's solution](#)

**700.**

1970C3

[Game on Tree \(Hard\) · Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[yuru\\_sacri's solution](#)

**701.**

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[yuru\\_sacri's solution](#)

**702.**

1926G

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

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[yuru\\_sacri's solution](#)

**703.**

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[yuru\\_sacri's solution](#)

**704.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[yuru\\_sacri's solution](#)

**705.**

2036F

[XORificator 3000 · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[yuru\\_sacri's solution](#)

**706.**

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[yuru\\_sacri's solution](#)

**707.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[yuru\\_sacri's solution](#)

**708.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[yuru\\_sacri's solution](#)

**709.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[yuru\\_sacri's solution](#)

**710.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[yuru\\_sacri's solution](#)

**711.**

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[yuru\\_sacri's solution](#)

**712.**

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[yuru\\_sacri's solution](#)

**713.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yuru\\_sacri's solution](#)

**714.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[yuru\\_sacri's solution](#)

**715.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[yuru\\_sacri's solution](#)

**716.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[yuru\\_sacri's solution](#)

**717.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[yoru\\_sacri's solution](#)

**718.**

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[yoru\\_sacri's solution](#)

**719.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[yoru\\_sacri's solution](#)

**720.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[yoru\\_sacri's solution](#)

**721.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yoru\\_sacri's solution](#)

**722.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[yoru\\_sacri's solution](#)

**723.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[yoru\\_sacri's solution](#)

**724.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**725.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[yoru\\_sacri's solution](#)

**726.**

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[yoru\\_sacri's solution](#)

**727.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[yoru\\_sacri's solution](#)

**728.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[yoru\\_sacri's solution](#)

**729.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[yoru\\_sacri's solution](#)

**730.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math, strings

[yoru\\_sacri's solution](#)

**731.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[yoru\\_sacri's solution](#)

**732.**

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[yoru\\_sacri's solution](#)

**733.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[yoru\\_sacri's solution](#)

**734.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, math

[yoru\\_sacri's solution](#)

**735.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[yoru\\_sacri's solution](#)

**736.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[yoru\\_sacri's solution](#)

**737.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yoru\\_sacri's solution](#)

**738.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[yoru\\_sacri's solution](#)

**739.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yoru\\_sacri's solution](#)

**740.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[yoru\\_sacri's solution](#)

**741.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[yoru\\_sacri's solution](#)

**742.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[yoru\\_sacri's solution](#)

**743.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[yoru\\_sacri's solution](#)

**744.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[yoru\\_sacri's solution](#)

**745.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[yoru\\_sacri's solution](#)

**746.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[yoru\\_sacri's solution](#)

**747.**

2048E

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

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

[yoru\\_sacri's solution](#)

**748.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[yoru\\_sacri's solution](#)

**749.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[yoru\\_sacri's solution](#)

**750.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[yoru\\_sacri's solution](#)

**751.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yoru\\_sacri's solution](#)

**752.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[yoru\\_sacri's solution](#)

**753.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[yoru\\_sacri's solution](#)

**754.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[yoru\\_sacri's solution](#)

**755.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yoru\\_sacri's solution](#)

**756.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp  
[yoru\\_sacri's solution](#)

**757.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search  
[yoru\\_sacri's solution](#)

**758.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[yoru\\_sacri's solution](#)

**759.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[yoru\\_sacri's solution](#)

**760.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[yoru\\_sacri's solution](#)

**761.**

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[yoru\\_sacri's solution](#)

**762.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
[yoru\\_sacri's solution](#)

**763.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[yoru\\_sacri's solution](#)

**764.**

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[yoru\\_sacri's solution](#)

**765.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers  
[yoru\\_sacri's solution](#)

**766.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[yoru\\_sacri's solution](#)

**767.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[yoru\\_sacri's solution](#)

**768.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[yoru\\_sacri's solution](#)

**769.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[yoru\\_sacri's solution](#)

**770.**

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[yoru\\_sacri's solution](#)

**771.**

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[yoru\\_sacri's solution](#)

**772.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yoru\\_sacri's solution](#)

**773.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[yoru\\_sacri's solution](#)

**774.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**775.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[yoru\\_sacri's solution](#)

**776.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[yoru\\_sacri's solution](#)

**777.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**778.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[yoru\\_sacri's solution](#)

**779.**

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**780.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[yoru\\_sacri's solution](#)

**781.**

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2025-05-23 · last AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[yoru\\_sacri's solution](#)

**782.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[yoru\\_sacri's solution](#)

**783.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[yoru\\_sacri's solution](#)

**784.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[yoru\\_sacri's solution](#)

**785.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[yoru\\_sacri's solution](#)

**786.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[yoru\\_sacri's solution](#)

**787.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs  
[yoru\\_sacri's solution](#)

**788.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math  
[yoru\\_sacri's solution](#)

**789.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees  
[yoru\\_sacri's solution](#)

**790.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[yoru\\_sacri's solution](#)

**791.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[yoru\\_sacri's solution](#)

**792.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[yoru\\_sacri's solution](#)

**793.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths  
[yoru\\_sacri's solution](#)

**794.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[yoru\\_sacri's solution](#)

**795.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[yoru\\_sacri's solution](#)

**796.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[yoru\\_sacri's solution](#)

**797.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

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

[yoru\\_sacri's solution](#)

**798.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[yoru\\_sacri's solution](#)

**799.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yoru\\_sacri's solution](#)

**800.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yoru\\_sacri's solution](#)

**801.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[yoru\\_sacri's solution](#)

**802.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[yoru\\_sacri's solution](#)

**803.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[yoru\\_sacri's solution](#)

**804.**

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[yoru\\_sacri's solution](#)

**805.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[yoru\\_sacri's solution](#)

**806.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest

paths, trees

[yuru\\_sacri's solution](#)

**807.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yuru\\_sacri's solution](#)

**808.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[yuru\\_sacri's solution](#)

**809.**

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-17 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[yuru\\_sacri's solution](#)

**810.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[yuru\\_sacri's solution](#)

**811.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[yuru\\_sacri's solution](#)

**812.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yuru\\_sacri's solution](#)

**813.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[yuru\\_sacri's solution](#)

**814.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[yuru\\_sacri's solution](#)

**815.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[yuru\\_sacri's solution](#)

**816.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[yuru\\_sacri's solution](#)

**817.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[yuru\\_sacri's solution](#)

**818.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[yuru\\_sacri's solution](#)

**819.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[yuru\\_sacri's solution](#)

**820.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[yuru\\_sacri's solution](#)

**821.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[yuru\\_sacri's solution](#)

**822.**

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[yuru\\_sacri's solution](#)

**823.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[yuru\\_sacri's solution](#)

**824.**

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[yuru\\_sacri's solution](#)

**825.**

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[yuru\\_sacri's solution](#)

**826.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[yoru\\_sacri's solution](#)

**827.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[yoru\\_sacri's solution](#)

**828.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[yoru\\_sacri's solution](#)

**829.**

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[yoru\\_sacri's solution](#)

**830.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[yoru\\_sacri's solution](#)

**831.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yoru\\_sacri's solution](#)

**832.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[yoru\\_sacri's solution](#)

**833.**

1972D2

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

Rating: 2200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[yoru\\_sacri's solution](#)

**834.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[yoru\\_sacri's solution](#)

**835.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[yoru\\_sacri's solution](#)

**836.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[yoru\\_sacri's solution](#)

**837.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yoru\\_sacri's solution](#)

**838.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[yoru\\_sacri's solution](#)

**839.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[yoru\\_sacri's solution](#)

**840.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[yoru\\_sacri's solution](#)

**841.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[yoru\\_sacri's solution](#)

**842.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[yoru\\_sacri's solution](#)

**843.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yoru\\_sacri's solution](#)

**844.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-09-25 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[yoru\\_sacri's solution](#)

**845.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[yoru\\_sacri's solution](#)

**846.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[yoru\\_sacri's solution](#)

**847.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[yoru\\_sacri's solution](#)

**848.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[yoru\\_sacri's solution](#)

**849.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[yoru\\_sacri's solution](#)

**850.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[yoru\\_sacri's solution](#)

**851.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yoru\\_sacri's solution](#)

**852.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[yoru\\_sacri's solution](#)

**853.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yoru\\_sacri's solution](#)

**854.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[yoru\\_sacri's solution](#)

**855.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[yoru\\_sacri's solution](#)

### 856.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[yoru\\_sacri's solution](#)

### 857.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[yoru\\_sacri's solution](#)

### 858.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[yoru\\_sacri's solution](#)

### 859.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[yoru\\_sacri's solution](#)

### 860.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[yoru\\_sacri's solution](#)

### 861.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[yoru\\_sacri's solution](#)

### 862.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[yoru\\_sacri's solution](#)

### 863.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[yoru\\_sacri's solution](#)

### 864.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[yoru\\_sacri's solution](#)

**865.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[yoru\\_sacri's solution](#)

**866.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yoru\\_sacri's solution](#)

**867.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[yoru\\_sacri's solution](#)

**868.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[yoru\\_sacri's solution](#)

**869.**

2043E

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

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

[yoru\\_sacri's solution](#)

**870.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yoru\\_sacri's solution](#)

**871.**

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[yoru\\_sacri's solution](#)

**872.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[yoru\\_sacri's solution](#)

**873.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[yoru\\_sacri's solution](#)

**874.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[yoru\\_sacri's solution](#)

**875.**

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[yoru\\_sacri's solution](#)

**876.**

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[yoru\\_sacri's solution](#)

**877.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[yoru\\_sacri's solution](#)

**878.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[yoru\\_sacri's solution](#)

**879.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[yoru\\_sacri's solution](#)

**880.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[yoru\\_sacri's solution](#)

**881.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yoru\\_sacri's solution](#)

**882.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yoru\\_sacri's solution](#)

**883.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[yoru\\_sacri's solution](#)

**884.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[yoru\\_sacri's solution](#)

**885.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[yoru\\_sacri's solution](#)

**886.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[yoru\\_sacri's solution](#)

**887.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[yoru\\_sacri's solution](#)

**888.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[yoru\\_sacri's solution](#)

**889.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[yoru\\_sacri's solution](#)

**890.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[yoru\\_sacri's solution](#)

**891.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[yoru\\_sacri's solution](#)

**892.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[yoru\\_sacri's solution](#)

**893.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[yoru\\_sacri's solution](#)

**894.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs

and similar, dp, dsu, graphs, hashing, implementation, math, trees

[yoru\\_sacri's solution](#)

**895.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[yoru\\_sacri's solution](#)

**896.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[yoru\\_sacri's solution](#)

**897.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[yoru\\_sacri's solution](#)

**898.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[yoru\\_sacri's solution](#)

**899.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yoru\\_sacri's solution](#)

**900.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yoru\\_sacri's solution](#)

**901.**

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[yoru\\_sacri's solution](#)

**902.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[yoru\\_sacri's solution](#)

**903.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-26 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[yoru\\_sacri's solution](#)

**904.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yuru\\_sacri's solution](#)

## 905.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[yuru\\_sacri's solution](#)

## 906.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[yuru\\_sacri's solution](#)

## 907.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[yuru\\_sacri's solution](#)

## 908.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yuru\\_sacri's solution](#)

## 909.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yuru\\_sacri's solution](#)

## 910.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[yuru\\_sacri's solution](#)

## 911.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yuru\\_sacri's solution](#)

## 912.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[yuru\\_sacri's solution](#)

## 913.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[yuru\\_sacri's solution](#)

**914.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[yoru\\_sacri's solution](#)

**915.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[yoru\\_sacri's solution](#)

**916.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[yoru\\_sacri's solution](#)

**917.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[yoru\\_sacri's solution](#)

**918.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[yoru\\_sacri's solution](#)

**919.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yoru\\_sacri's solution](#)

**920.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yoru\\_sacri's solution](#)

**921.**

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[yoru\\_sacri's solution](#)

**922.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[yoru\\_sacri's solution](#)

**923.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[yoru\\_sacri's solution](#)

**924.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[yoru\\_sacri's solution](#)

**925.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[yoru\\_sacri's solution](#)

**926.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[yoru\\_sacri's solution](#)

**927.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[yoru\\_sacri's solution](#)

**928.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[yoru\\_sacri's solution](#)

**929.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[yoru\\_sacri's solution](#)

**930.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[yoru\\_sacri's solution](#)

**931.**

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yoru\\_sacri's solution](#)

**932.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yoru\\_sacri's solution](#)

**933.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs,

math

[yoru\\_sacri's solution](#)

**934.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[yoru\\_sacri's solution](#)

**935.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[yoru\\_sacri's solution](#)

**936.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[yoru\\_sacri's solution](#)

**937.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[yoru\\_sacri's solution](#)

**938.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[yoru\\_sacri's solution](#)

**939.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[yoru\\_sacri's solution](#)

**940.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[yoru\\_sacri's solution](#)

**941.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[yoru\\_sacri's solution](#)

**942.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[yoru\\_sacri's solution](#)

**943.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[yuru\\_sacri's solution](#)

**944.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[yuru\\_sacri's solution](#)

**945.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[yuru\\_sacri's solution](#)

**946.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[yuru\\_sacri's solution](#)

**947.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[yuru\\_sacri's solution](#)

**948.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yuru\\_sacri's solution](#)

**949.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[yuru\\_sacri's solution](#)

**950.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[yuru\\_sacri's solution](#)

**951.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[yuru\\_sacri's solution](#)

**952.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[yuru\\_sacri's solution](#)

**953.**

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**954.**

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**955.**

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**956.**

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**957.**

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**958.**

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**959.**

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**960.**

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**961.**

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**962.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**963.**

105992I

[wTutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

964.

105851H

[Link to a tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

965.

105851E

[Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

966.

105851G

[Spoke](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

967.

105851C

[Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

968.

105851A

[Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

969.

105977F

[Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

970.

105977I

[Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

971.

105977E

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

972.

105977C

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

973.

105977L

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

974.

105977H

[Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)



**986.**

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**987.**

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**988.**

105930K

[Path Planning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**989.**

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**990.**

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**991.**

105930H

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

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**992.**

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**993.**

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**994.**

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**995.**

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**996.**

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**997.**

105924E

[Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**998.**

105924B

[Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**999.**

105924F

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1000.**

105924H

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1001.**

105924K

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1002.**

105924I

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1003.**

105924A

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1004.**

105924G

[Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1005.**

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1006.**

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1007.**

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1008.**

105891F

[LOCK S](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1009.**

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1010.**

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1011.**

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1012.**

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1013.**

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1014.**

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1015.**

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[yoru\\_sacri's solution](#)

**1016.**

105891A

[Color](#) · [Tutorial](#)

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**1017.**

105632G

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**1018.**

105632C

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Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1019.**

105632B

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Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1020.**

105632M

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Rating: — · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1021.**

105632L

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**1022.**

105632F

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**1023.**

105657F

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105486J

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Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1025.**

105486I

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Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1026.**

105486G

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**1027.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1028.**

105486L

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Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1029.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive  
[yoru\\_sacri's solution](#)

**1030.**

2095D

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Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry  
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**1031.**

2095A

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Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures  
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105588L

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**1037.**

104787F

[Mystery of Prime · Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1038.**

104787J

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Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1039.**

104787G

[Path · Tutorial](#)

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**1040.**

104787D

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**1041.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1042.**

105484K

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Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1043.**

105484G

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Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1044.**

105657M

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Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1045.**

105657H

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Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1046.**

105657E

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Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1047.**

105657K

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Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1048.**

105657A

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Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1049.**

105487L

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**1050.**

105487M

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**1051.**

105487H

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**1052.**

105487C

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**1053.**

105487A

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**1054.**

105459J

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**1055.**

105459K

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**1056.**

105459G

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**1057.**

105459C

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**1058.**

105459M

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**1059.**

105254Y

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**1060.**

105336K

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**1061.**

105336L

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Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1062.**

105336B

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Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1063.**

105257F

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**1064.**

104172E

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Rating: — · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1065.**

104090C

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**1066.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

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**1067.**

104090D

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**1068.**

104172K

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**1069.**

104172H

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Rating: — · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1070.**

104172A

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