

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

<https://cfelitetracker.vercel.app>

# Unique solved — yuki keshiki

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

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

Filters: none

Count: 1,260

- 1.**  
2153B  
[Bitwise Reversion](#) · [Tutorial](#)  
Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[yuki\\_keshiki's solution](#)
- 2.**  
2153A  
[Circle of Apple Trees](#) · [Tutorial](#)  
Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[yuki\\_keshiki's solution](#)
- 3.**  
1989A  
[Catch the Coin](#) · [Tutorial](#)  
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: implementation  
[yuki\\_keshiki's solution](#)
- 4.**  
1982A  
[Soccer](#) · [Tutorial](#)  
Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, sortings  
[yuki\\_keshiki's solution](#)
- 5.**  
1986A  
[X Axis](#) · [Tutorial](#)  
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings  
[yuki\\_keshiki's solution](#)
- 6.**  
1976A  
[Verify Password](#) · [Tutorial](#)  
Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings  
[yuki\\_keshiki's solution](#)
- 7.**  
1984A  
[Strange Splitting](#) · [Tutorial](#)  
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[yuki\\_keshiki's solution](#)
- 8.**  
1985B  
[Maximum Multiple Sum](#) · [Tutorial](#)  
Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-20 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[yuki\\_keshiki's solution](#)
- 9.**  
1978B  
[New Bakery](#) · [Tutorial](#)  
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search  
[yuki\\_keshiki's solution](#)
- 10.**  
1978A  
[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[yuki\\_keshiki's solution](#)

**11.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[yuki\\_keshiki's solution](#)

**12.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[yuki\\_keshiki's solution](#)

**13.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: math  
[yuki\\_keshiki's solution](#)

**14.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[yuki\\_keshiki's solution](#)

**15.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: math  
[yuki\\_keshiki's solution](#)

**16.**

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings  
[yuki\\_keshiki's solution](#)

**17.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,925 global accepts · Rating: 800 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**18.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[yuki\\_keshiki's solution](#)

**19.**

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[yuki\\_keshiki's solution](#)

**20.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
[yuki\\_keshiki's solution](#)

**21.**

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[yuki\\_keshiki's solution](#)

**22.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**23.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[yuki\\_keshiki's solution](#)

**24.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**25.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: games, greedy

[yuki\\_keshiki's solution](#)

**26.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy

[yuki\\_keshiki's solution](#)

**27.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**28.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math

[yuki\\_keshiki's solution](#)

**29.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**30.**

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**31.**

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**32.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**33.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[yuki\\_keshiki's solution](#)

**34.**

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, math

[yuki\\_keshiki's solution](#)

**35.**

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[yuki\\_keshiki's solution](#)

**36.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**37.**

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[yuki\\_keshiki's solution](#)

**38.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**39.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**40.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: geometry, implementation

[yuki\\_keshiki's solution](#)

**41.**

1926A

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

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**42.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**43.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**44.**

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**45.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**46.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, strings

[yuki\\_keshiki's solution](#)

**47.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: geometry, math

[yuki\\_keshiki's solution](#)

**48.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: greedy, strings

[yuki\\_keshiki's solution](#)

**49.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**50.**

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[yuki\\_keshiki's solution](#)

**51.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings

[yuki\\_keshiki's solution](#)

**52.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**53.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**54.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**55.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**56.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**57.**

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[yuki\\_keshiki's solution](#)

**58.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**59.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**60.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[yuki\\_keshiki's solution](#)

**61.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**62.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**63.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,703 global accepts · Rating: 800 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[yuki\\_keshiki's solution](#)

**64.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,150 global accepts · Rating: 800 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**65.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**66.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[yuki\\_keshiki's solution](#)

**67.**

1899A

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

Quality: 92,819 global accepts · Rating: 800 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: games, math, number theory

[yuki\\_keshiki's solution](#)

**68.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**69.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**70.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[yuki\\_keshiki's solution](#)

**71.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[yuki\\_keshiki's solution](#)

**72.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**73.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**74.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**75.**

1881A

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

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, strings

[yuki\\_keshiki's solution](#)

**76.**

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**77.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**78.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**79.**

1878A

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

Quality: 78,710 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**80.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**81.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**82.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**83.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: implementation, math  
[yuki\\_keshiki's solution](#)

**84.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[yuki\\_keshiki's solution](#)

**85.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[yuki\\_keshiki's solution](#)

**86.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**87.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[yuki\\_keshiki's solution](#)

**88.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**89.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**90.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**91.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**92.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**93.**

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: geometry, math

[yuki\\_keshiki's solution](#)

**94.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**95.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: strings

[yuki\\_keshiki's solution](#)

**96.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**97.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**98.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**99.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: math, number theory  
[yuki\\_keshiki's solution](#)

**100.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**101.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings  
[yuki\\_keshiki's solution](#)

**102.**

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings  
[yuki\\_keshiki's solution](#)

**103.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**104.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: brute force, math  
[yuki\\_keshiki's solution](#)

**105.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**106.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**107.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[yuki\\_keshiki's solution](#)

**108.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**109.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**110.**

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**111.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[yuki\\_keshiki's solution](#)

**112.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[yuki\\_keshiki's solution](#)

**113.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**114.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[yuki\\_keshiki's solution](#)

**115.**

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, strings

[yuki\\_keshiki's solution](#)

**116.**

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[yuki\\_keshiki's solution](#)

**117.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[yuki\\_keshiki's solution](#)

**118.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, implementation

[yuki\\_keshiki's solution](#)

**119.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[yuki\\_keshiki's solution](#)

**120.**

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[yuki\\_keshiki's solution](#)

**121.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[yuki\\_keshiki's solution](#)

**122.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[yuki\\_keshiki's solution](#)

**123.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**124.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-07-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**125.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**126.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**127.**

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**128.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[yuki\\_keshiki's solution](#)

**129.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**130.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**131.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**132.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, strings

[yuki\\_keshiki's solution](#)

**133.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · PyPy 3 (first AC) · Tags: implementation, strings

[yuki\\_keshiki's solution](#)

**134.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, number theory

[yuki\\_keshiki's solution](#)

**135.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**136.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[yuki\\_keshiki's solution](#)

**137.**

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: greedy, strings

[yuki\\_keshiki's solution](#)

**138.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force

[yuki\\_keshiki's solution](#)

**139.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[yuki\\_keshiki's solution](#)

**140.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[yuki\\_keshiki's solution](#)

**141.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**142.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**143.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**144.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**145.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**146.**

1791C

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

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: implementation, two pointers

[yuki\\_keshiki's solution](#)

**147.**

1791B

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

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: geometry, implementation

[yuki\\_keshiki's solution](#)

**148.**

1791A

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

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: implementation, strings

[yuki\\_keshiki's solution](#)

**149.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-12 · PyPy 3 (first AC) · Tags: games

[yuki\\_keshiki's solution](#)

**150.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**151.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**152.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**153.**

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[yuki\\_keshiki's solution](#)

**154.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[yuki\\_keshiki's solution](#)

**155.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**156.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**157.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[yuki\\_keshiki's solution](#)

**158.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dp, math

[yuki\\_keshiki's solution](#)

**159.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: implementation, math

[yuki\\_keshiki's solution](#)

**160.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: strings

[yuki\\_keshiki's solution](#)

**161.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**162.**

1875A

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

Quality: 47,028 global accepts · Rating: 900 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[yuki\\_keshiki's solution](#)

**163.**

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**164.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**165.**

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**166.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation

[yuki\\_keshiki's solution](#)

**167.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[yuki\\_keshiki's solution](#)

**168.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[yuki\\_keshiki's solution](#)

**169.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy

[yuki\\_keshiki's solution](#)

**170.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,837 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**171.**

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,067 global accepts · Rating: 900 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**172.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: games, math

[yuki\\_keshiki's solution](#)

**173.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[yuki\\_keshiki's solution](#)

**174.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[yuki\\_keshiki's solution](#)

**175.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-07-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**176.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[yuki\\_keshiki's solution](#)

**177.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**178.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[yuki\\_keshiki's solution](#)

**179.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**180.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**181.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[yuki\\_keshiki's solution](#)

**182.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[yuki\\_keshiki's solution](#)

**183.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[yuki\\_keshiki's solution](#)

**184.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**185.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**186.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: strings

[yuki\\_keshiki's solution](#)

**187.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: data structures, implementation, strings

[yuki\\_keshiki's solution](#)

**188.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[yuki\\_keshiki's solution](#)

**189.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2023-11-17 · last AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**190.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**191.**

1786C

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

Rating: 1000 · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**192.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**193.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[yuki\\_keshiki's solution](#)

**194.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**195.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**196.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**197.**

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[yuki\\_keshiki's solution](#)

**198.**

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: implementation, strings

[yuki\\_keshiki's solution](#)

**199.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**200.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, two pointers

[yuki\\_keshiki's solution](#)

**201.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**202.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**203.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**204.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**205.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**206.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**207.**

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**208.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: brute force, greedy, strings

[yuki\\_keshiki's solution](#)

**209.**

1793B

[Fedya and Array](#) · Tutorial

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**210.**

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[yuki\\_keshiki's solution](#)

**211.**

1739B

[Array Recovery](#) · Tutorial

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**212.**

2071B

[Perfecto](#) · Tutorial

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**213.**

1682B

[AND Sorting](#) · Tutorial

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings  
[yuki\\_keshiki's solution](#)

**214.**

1997B

[Make Three Regions](#) · Tutorial

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[yuki\\_keshiki's solution](#)

**215.**

2162C

[Beautiful XOR](#) · Tutorial

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**216.**

2125C

[Count Good Numbers](#) · Tutorial

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[yuki\\_keshiki's solution](#)

**217.**

1921D

[Very Different Array](#) · Tutorial

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · last AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers  
[yuki\\_keshiki's solution](#)

**218.**

1971D

[Binary Cut](#) · Tutorial

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, sortings, strings  
[yuki\\_keshiki's solution](#)

**219.**

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory  
[yuki\\_keshiki's solution](#)

**220.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[yuki\\_keshiki's solution](#)

**221.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation  
[yuki\\_keshiki's solution](#)

**222.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**223.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation  
[yuki\\_keshiki's solution](#)

**224.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: number theory  
[yuki\\_keshiki's solution](#)

**225.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings  
[yuki\\_keshiki's solution](#)

**226.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**227.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: greedy, trees  
[yuki\\_keshiki's solution](#)

**228.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[yuki\\_keshiki's solution](#)

**229.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy  
[yuki\\_keshiki's solution](#)

**230.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**231.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers  
[yuki\\_keshiki's solution](#)

**232.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory  
[yuki\\_keshiki's solution](#)

**233.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings  
[yuki\\_keshiki's solution](#)

**234.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers  
[yuki\\_keshiki's solution](#)

**235.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**236.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings  
[yuki\\_keshiki's solution](#)

**237.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, strings  
[yuki\\_keshiki's solution](#)

**238.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math, number theory  
[yuki\\_keshiki's solution](#)

**239.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: implementation, math  
[yuki\\_keshiki's solution](#)

**240.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**241.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yuki\\_keshiki's solution](#)

**242.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: brute force, sortings, two pointers

[yuki\\_keshiki's solution](#)

**243.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings

[yuki\\_keshiki's solution](#)

**244.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[yuki\\_keshiki's solution](#)

**245.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**246.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**247.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[yuki\\_keshiki's solution](#)

**248.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[yuki\\_keshiki's solution](#)

**249.**

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[yuki\\_keshiki's solution](#)

**250.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-07-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, sortings

[yuki\\_keshiki's solution](#)

**251.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**252.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**253.**

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**254.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: math, strings, two pointers

[yuki\\_keshiki's solution](#)

**255.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**256.**

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**257.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**258.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[yuki\\_keshiki's solution](#)

**259.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**260.**

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**261.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**262.**

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[yuki\\_keshiki's solution](#)

**263.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**264.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**265.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[yuki\\_keshiki's solution](#)

**266.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[yuki\\_keshiki's solution](#)

**267.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[yuki\\_keshiki's solution](#)

**268.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**269.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · last AC: 2025-10-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[yuki\\_keshiki's solution](#)

**270.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
[yuki\\_keshiki's solution](#)

**271.**

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2024-05-27 · last AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers  
[yuki\\_keshiki's solution](#)

**272.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**273.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy  
[yuki\\_keshiki's solution](#)

**274.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: brute force  
[yuki\\_keshiki's solution](#)

**275.**

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation  
[yuki\\_keshiki's solution](#)

**276.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[yuki\\_keshiki's solution](#)

**277.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · last AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math  
[yuki\\_keshiki's solution](#)

**278.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings  
[yuki\\_keshiki's solution](#)

**279.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**280.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings  
[yuki\\_keshiki's solution](#)

**281.**

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: dp, implementation

[yuki\\_keshiki's solution](#)

**282.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2024-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**283.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**284.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-02-05 · PyPy 3-64 (first AC) · Tags: games

[yuki\\_keshiki's solution](#)

**285.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**286.**

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**287.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[yuki\\_keshiki's solution](#)

**288.**

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[yuki\\_keshiki's solution](#)

**289.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**290.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[yuki\\_keshiki's solution](#)

**291.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math  
[yuki\\_keshiki's solution](#)

**292.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: math, number theory  
[yuki\\_keshiki's solution](#)

**293.**

1875B

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

Rating: 1200 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[yuki\\_keshiki's solution](#)

**294.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math  
[yuki\\_keshiki's solution](#)

**295.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: math  
[yuki\\_keshiki's solution](#)

**296.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[yuki\\_keshiki's solution](#)

**297.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[yuki\\_keshiki's solution](#)

**298.**

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[yuki\\_keshiki's solution](#)

**299.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[yuki\\_keshiki's solution](#)

**300.**

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: math, sortings  
[yuki\\_keshiki's solution](#)

**301.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings  
[yuki\\_keshiki's solution](#)

**302.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings  
[yuki\\_keshiki's solution](#)

**303.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2023-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**304.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**305.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**306.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings  
[yuki\\_keshiki's solution](#)

**307.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[yuki\\_keshiki's solution](#)

**308.**

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[yuki\\_keshiki's solution](#)

**309.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2026-03-24 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[yuki\\_keshiki's solution](#)

**310.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[yuki\\_keshiki's solution](#)

**311.**

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[yuki\\_keshiki's solution](#)

**312.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · last AC: 2026-03-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
[yuki\\_keshiki's solution](#)

**313.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**314.**

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**315.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**316.**

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**317.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**318.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[yuki\\_keshiki's solution](#)

**319.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[yuki\\_keshiki's solution](#)

**320.**

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[yuki\\_keshiki's solution](#)

**321.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[yuki\\_keshiki's solution](#)

**322.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · last AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[yuki\\_keshiki's solution](#)

**323.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[yuki\\_keshiki's solution](#)

**324.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**325.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[yuki\\_keshiki's solution](#)

**326.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[yuki\\_keshiki's solution](#)

**327.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,419 global accepts · Rating: 1300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation  
[yuki\\_keshiki's solution](#)

**328.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[yuki\\_keshiki's solution](#)

**329.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**330.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: dp  
[yuki\\_keshiki's solution](#)

**331.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2024-06-17 · PyPy 3-64 (first AC) · Tags: —  
[yuki\\_keshiki's solution](#)

**332.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2024-06-10 · PyPy 3-64 (first AC) · Tags: greedy, two pointers  
[yuki\\_keshiki's solution](#)

**333.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · last AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy,

math, two pointers

[yuki\\_keshiki's solution](#)

**334.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, two pointers

[yuki\\_keshiki's solution](#)

**335.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[yuki\\_keshiki's solution](#)

**336.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[yuki\\_keshiki's solution](#)

**337.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**338.**

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**339.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,152 global accepts · Rating: 1300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: brute force, math

[yuki\\_keshiki's solution](#)

**340.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, two pointers

[yuki\\_keshiki's solution](#)

**341.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**342.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: dp, greedy

[yuki\\_keshiki's solution](#)

**343.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2024-03-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**344.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**345.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: dp, strings

[yuki\\_keshiki's solution](#)

**346.**

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[yuki\\_keshiki's solution](#)

**347.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-02-07 · last AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[yuki\\_keshiki's solution](#)

**348.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[yuki\\_keshiki's solution](#)

**349.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-08-21 · last AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**350.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**351.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[yuki\\_keshiki's solution](#)

**352.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**353.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**354.**

1899E

[Queue Sort](#) · Tutorial

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[yuki\\_keshiki's solution](#)

**355.**

1899D

[Yarik and Musical Notes](#) · Tutorial

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: hashing, math, number theory  
[yuki\\_keshiki's solution](#)

**356.**

1890C

[Qingshan Loves Strings 2](#) · Tutorial

Rating: 1300 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**357.**

1881D

[Divide and Equalize](#) · Tutorial

Quality: 28,444 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory  
[yuki\\_keshiki's solution](#)

**358.**

1882B

[Sets and Union](#) · Tutorial

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**359.**

1879C

[Make it Alternating](#) · Tutorial

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · last AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy  
[yuki\\_keshiki's solution](#)

**360.**

1870C

[Colorful Table](#) · Tutorial

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[yuki\\_keshiki's solution](#)

**361.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[yuki\\_keshiki's solution](#)

**362.**

1862D

[Ice Cream Balls](#) · Tutorial

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**363.**

1857D

[Strong Vertices](#) · Tutorial

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: math, sortings, trees  
[yuki\\_keshiki's solution](#)

**364.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**365.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: implementation, math  
[yuki\\_keshiki's solution](#)

**366.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**367.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[yuki\\_keshiki's solution](#)

**368.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings  
[yuki\\_keshiki's solution](#)

**369.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**370.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[yuki\\_keshiki's solution](#)

**371.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[yuki\\_keshiki's solution](#)

**372.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[yuki\\_keshiki's solution](#)

**373.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**374.**

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: math, sortings  
[yuki\\_keshiki's solution](#)

**375.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings  
[yuki\\_keshiki's solution](#)

**376.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive  
[yuki\\_keshiki's solution](#)

**377.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[yuki\\_keshiki's solution](#)

**378.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**379.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings  
[yuki\\_keshiki's solution](#)

**380.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**381.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**382.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation  
[yuki\\_keshiki's solution](#)

**383.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math  
[yuki\\_keshiki's solution](#)

**384.**

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: graphs, greedy, sortings  
[yuki\\_keshiki's solution](#)

**385.**

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · last AC: 2024-07-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**386.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2024-07-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[yuki\\_keshiki's solution](#)

**387.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**388.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 1400 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[yuki\\_keshiki's solution](#)

**389.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-21 · Go (first AC) · Tags: constructive algorithms, greedy, implementation

[yuki\\_keshiki's solution](#)

**390.**

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-21 · last AC: 2024-05-21 · Go (first AC) · Tags: combinatorics, data structures

[yuki\\_keshiki's solution](#)

**391.**

1972C

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

Rating: 1400 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[yuki\\_keshiki's solution](#)

**392.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2024-05-06 · last AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[yuki\\_keshiki's solution](#)

**393.**

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**394.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yuki\\_keshiki's solution](#)

**395.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: dp, greedy

[yuki\\_keshiki's solution](#)

**396.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[yuki\\_keshiki's solution](#)

**397.**

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[yuki\\_keshiki's solution](#)

**398.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**399.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**400.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-03-05 · last AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[yuki\\_keshiki's solution](#)

**401.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2024-03-04 · PyPy 3-64 (first AC) · Tags: data structures, geometry, math

[yuki\\_keshiki's solution](#)

**402.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**403.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: brute force, games

[yuki\\_keshiki's solution](#)

**404.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**405.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**406.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[yuki\\_keshiki's solution](#)

**407.**

1931E

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

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**408.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation

[yuki\\_keshiki's solution](#)

**409.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[yuki\\_keshiki's solution](#)

**410.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[yuki\\_keshiki's solution](#)

**411.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**412.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2024-01-22 · last AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[yuki\\_keshiki's solution](#)

**413.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2024-01-16 · last AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**414.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[yuki\\_keshiki's solution](#)

**415.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-01-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**416.**

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy  
[yuki\\_keshiki's solution](#)

**417.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2024-01-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[yuki\\_keshiki's solution](#)

**418.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms  
[yuki\\_keshiki's solution](#)

**419.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[yuki\\_keshiki's solution](#)

**420.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-12-25 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**421.**

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[yuki\\_keshiki's solution](#)

**422.**

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings  
[yuki\\_keshiki's solution](#)

**423.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2023-12-18 · last AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[yuki\\_keshiki's solution](#)

**424.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**425.**

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2023-12-11 · last AC: 2023-12-11 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers  
[yuki\\_keshiki's solution](#)

**426.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[yuki\\_keshiki's solution](#)

**427.**

1907D

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

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms

[yuki\\_keshiki's solution](#)

**428.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-12-04 · last AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[yuki\\_keshiki's solution](#)

**429.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-11-27 · last AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**430.**

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**431.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2023-11-20 · last AC: 2023-11-20 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**432.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2023-11-13 · last AC: 2023-11-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[yuki\\_keshiki's solution](#)

**433.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2023-11-06 · last AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[yuki\\_keshiki's solution](#)

**434.**

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**435.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[yuki\\_keshiki's solution](#)

**436.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[yuki\\_keshiki's solution](#)

**437.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**438.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, games, greedy, implementation

[yuki\\_keshiki's solution](#)

**439.**

1875C

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

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**440.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[yuki\\_keshiki's solution](#)

**441.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**442.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, games, greedy

[yuki\\_keshiki's solution](#)

**443.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**444.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[yuki\\_keshiki's solution](#)

**445.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: dp, greedy

[yuki\\_keshiki's solution](#)

**446.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-07-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**447.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-07-17 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**448.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[yuki\\_keshiki's solution](#)

**449.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2023-07-10 · last AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**450.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy

[yuki\\_keshiki's solution](#)

**451.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,354 global accepts · Rating: 1400 · first AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation

[yuki\\_keshiki's solution](#)

**452.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2023-06-26 · last AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[yuki\\_keshiki's solution](#)

**453.**

602B

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

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: dp, implementation, two pointers

[yuki\\_keshiki's solution](#)

**454.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**455.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2023-06-05 · last AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory

[yuki\\_keshiki's solution](#)

**456.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[yuki\\_keshiki's solution](#)

**457.**

1831C

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

Rating: 1400 · first AC: 2023-06-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yuki\\_keshiki's solution](#)

**458.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-05-22 · last AC: 2023-05-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[yuki\\_keshiki's solution](#)

**459.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2023-05-15 · last AC: 2023-05-15 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**460.**

1825C

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

Rating: 1400 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**461.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[yuki\\_keshiki's solution](#)

**462.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2023-05-01 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**463.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[yuki\\_keshiki's solution](#)

**464.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings, two pointers

[yuki\\_keshiki's solution](#)

**465.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2023-04-01 · last AC: 2023-04-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**466.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**467.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, math

[yuki\\_keshiki's solution](#)

**468.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2023-03-27 · last AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[yuki\\_keshiki's solution](#)

**469.**

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2026-05-06 · last AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[yuki\\_keshiki's solution](#)

**470.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**471.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yuki\\_keshiki's solution](#)

**472.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yuki\\_keshiki's solution](#)

**473.**

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · last AC: 2025-11-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**474.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: math, sortings

[yuki\\_keshiki's solution](#)

**475.**

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[yuki\\_keshiki's solution](#)

**476.**

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**477.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[yuki\\_keshiki's solution](#)

**478.**

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**479.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[yuki\\_keshiki's solution](#)

**480.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[yuki\\_keshiki's solution](#)

**481.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[yuki\\_keshiki's solution](#)

**482.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[yuki\\_keshiki's solution](#)

**483.**

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[yuki\\_keshiki's solution](#)

**484.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: binary search, sortings

[yuki\\_keshiki's solution](#)

**485.**

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yuki\\_keshiki's solution](#)

**486.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[yuki\\_keshiki's solution](#)

**487.**

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**488.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, dp, sortings

[yuki\\_keshiki's solution](#)

**489.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**490.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**491.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2024-05-28 · last AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: combinatorics, strings

[yuki\\_keshiki's solution](#)

**492.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2024-05-21 · last AC: 2024-05-21 · Go (first AC) · Tags: binary search, greedy

[yuki\\_keshiki's solution](#)

**493.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2024-05-14 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**494.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings

[yuki\\_keshiki's solution](#)

**495.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[yuki\\_keshiki's solution](#)

**496.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-04-16 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[yuki\\_keshiki's solution](#)

**497.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-04-02 · last AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**498.**

1950E

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

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings

[yuki\\_keshiki's solution](#)

**499.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**500.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**501.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[yuki\\_keshiki's solution](#)

**502.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**503.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, ternary search

[yuki\\_keshiki's solution](#)

**504.**

1925C

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

Rating: 1500 · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**505.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[yuki\\_keshiki's solution](#)

**506.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2024-01-09 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**507.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-01-02 · last AC: 2024-01-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[yuki\\_keshiki's solution](#)

**508.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-12-26 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math, sortings

[yuki\\_keshiki's solution](#)

**509.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-12-19 · last AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers

[yuki\\_keshiki's solution](#)

**510.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-12-12 · last AC: 2023-12-12 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**511.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-12-05 · last AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[yuki\\_keshiki's solution](#)

**512.**

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · last AC: 2023-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**513.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2023-11-21 · last AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: graphs, implementation

[yuki\\_keshiki's solution](#)

**514.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2023-11-14 · last AC: 2023-11-14 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[yuki\\_keshiki's solution](#)

**515.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2023-11-07 · last AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[yuki\\_keshiki's solution](#)

**516.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**517.**

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**518.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[yuki\\_keshiki's solution](#)

**519.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**520.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[yuki\\_keshiki's solution](#)

**521.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**522.**

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[yuki\\_keshiki's solution](#)

**523.**

1877D

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

Rating: 1500 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: combinatorics, number theory, sortings

[yuki\\_keshiki's solution](#)

**524.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[yuki\\_keshiki's solution](#)

**525.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**526.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp

[yuki\\_keshiki's solution](#)

**527.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[yuki\\_keshiki's solution](#)

**528.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**529.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory  
[yuki\\_keshiki's solution](#)

**530.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation  
[yuki\\_keshiki's solution](#)

**531.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[yuki\\_keshiki's solution](#)

**532.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**533.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-22 · last AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[yuki\\_keshiki's solution](#)

**534.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2023-07-18 · last AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: dp  
[yuki\\_keshiki's solution](#)

**535.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[yuki\\_keshiki's solution](#)

**536.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**537.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2023-06-27 · last AC: 2023-06-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[yuki\\_keshiki's solution](#)

**538.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[yuki\\_keshiki's solution](#)

**539.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**540.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2023-06-06 · last AC: 2023-06-06 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**541.**

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2023-05-29 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**542.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees  
[yuki\\_keshiki's solution](#)

**543.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2023-05-16 · last AC: 2023-05-16 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math  
[yuki\\_keshiki's solution](#)

**544.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy  
[yuki\\_keshiki's solution](#)

**545.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2023-05-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**546.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-05-02 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**547.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp  
[yuki\\_keshiki's solution](#)

**548.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-18 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[yuki\\_keshiki's solution](#)

**549.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation  
[yuki\\_keshiki's solution](#)

**550.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[yuki\\_keshiki's solution](#)

**551.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics  
[yuki\\_keshiki's solution](#)

**552.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory  
[yuki\\_keshiki's solution](#)

**553.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[yuki\\_keshiki's solution](#)

**554.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2023-02-03 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures  
[yuki\\_keshiki's solution](#)

**555.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,801 global accepts · Rating: 1600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[yuki\\_keshiki's solution](#)

**556.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[yuki\\_keshiki's solution](#)

**557.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[yuki\\_keshiki's solution](#)

**558.**

1941E

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · last AC: 2026-03-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers  
[yuki\\_keshiki's solution](#)

**559.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[yuki\\_keshiki's solution](#)

**560.**

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[yuki\\_keshiki's solution](#)

**561.**

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[yuki\\_keshiki's solution](#)

**562.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[yuki\\_keshiki's solution](#)

**563.**

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[yuki\\_keshiki's solution](#)

**564.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-02-06 · last AC: 2026-01-07 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[yuki\\_keshiki's solution](#)

**565.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-02-07 · last AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[yuki\\_keshiki's solution](#)

**566.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[yuki\\_keshiki's solution](#)

**567.**

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[yuki\\_keshiki's solution](#)

**568.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**569.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**570.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[yuki\\_keshiki's solution](#)

**571.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**572.**

1862E

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

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[yuki\\_keshiki's solution](#)

**573.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2024-06-05 · last AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**574.**

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[yuki\\_keshiki's solution](#)

**575.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2024-05-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**576.**

1165E

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

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2024-05-15 · last AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**577.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: probabilities

[yuki\\_keshiki's solution](#)

**578.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[yuki\\_keshiki's solution](#)

**579.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2024-05-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[yuki\\_keshiki's solution](#)

**580.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**581.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[yuki\\_keshiki's solution](#)

**582.**

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**583.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: greedy  
[yuki\\_keshiki's solution](#)

**584.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-04-03 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[yuki\\_keshiki's solution](#)

**585.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2024-03-27 · PyPy 3-64 (first AC) · Tags: greedy, hashing, strings  
[yuki\\_keshiki's solution](#)

**586.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, trees  
[yuki\\_keshiki's solution](#)

**587.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[yuki\\_keshiki's solution](#)

**588.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs  
[yuki\\_keshiki's solution](#)

**589.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2024-03-06 · last AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: bitmasks, math  
[yuki\\_keshiki's solution](#)

**590.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings  
[yuki\\_keshiki's solution](#)

**591.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**592.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2024-02-14 · last AC: 2024-02-14 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[yuki\\_keshiki's solution](#)

**593.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[yuki\\_keshiki's solution](#)

**594.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-02-07 · last AC: 2024-01-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**595.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[yuki\\_keshiki's solution](#)

**596.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: binary search, dp  
[yuki\\_keshiki's solution](#)

**597.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math  
[yuki\\_keshiki's solution](#)

**598.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[yuki\\_keshiki's solution](#)

**599.**

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-02-05 · last AC: 2024-01-10 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[yuki\\_keshiki's solution](#)

**600.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-01-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[yuki\\_keshiki's solution](#)

**601.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-12-27 · last AC: 2023-12-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures  
[yuki\\_keshiki's solution](#)

**602.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-12-20 · last AC: 2023-12-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[yuki\\_keshiki's solution](#)

**603.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-12-13 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[yuki\\_keshiki's solution](#)

**604.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2023-12-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[yuki\\_keshiki's solution](#)

**605.**

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**606.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2023-12-06 · last AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees  
[yuki\\_keshiki's solution](#)

**607.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory  
[yuki\\_keshiki's solution](#)

**608.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2023-11-29 · last AC: 2023-11-29 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[yuki\\_keshiki's solution](#)

**609.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-11-22 · last AC: 2023-11-22 · PyPy 3-64 (first AC) · Tags: math  
[yuki\\_keshiki's solution](#)

**610.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees  
[yuki\\_keshiki's solution](#)

**611.**

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-01 · last AC: 2023-11-15 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[yuki\\_keshiki's solution](#)

**612.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2023-11-08 · last AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, sortings  
[yuki\\_keshiki's solution](#)

**613.**

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2023-11-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yuki\\_keshiki's solution](#)

**614.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[yuki\\_keshiki's solution](#)

**615.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: data structures, expression parsing, implementation

[yuki\\_keshiki's solution](#)

**616.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[yuki\\_keshiki's solution](#)

**617.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**618.**

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[yuki\\_keshiki's solution](#)

**619.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-10-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[yuki\\_keshiki's solution](#)

**620.**

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**621.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[yuki\\_keshiki's solution](#)

**622.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-03-28 · last AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings

[yuki\\_keshiki's solution](#)

**623.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math  
[yuki\\_keshiki's solution](#)

**624.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp  
[yuki\\_keshiki's solution](#)

**625.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: combinatorics, math  
[yuki\\_keshiki's solution](#)

**626.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[yuki\\_keshiki's solution](#)

**627.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-07-12 · last AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: binary search, math  
[yuki\\_keshiki's solution](#)

**628.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2023-05-30 · PyPy 3-64 (first AC) · Tags: binary search, number theory, two pointers  
[yuki\\_keshiki's solution](#)

**629.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-04-19 · PyPy 3-64 (first AC) · Tags: math, number theory, sortings  
[yuki\\_keshiki's solution](#)

**630.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive  
[yuki\\_keshiki's solution](#)

**631.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-04-05 · last AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[yuki\\_keshiki's solution](#)

**632.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms  
[yuki\\_keshiki's solution](#)

**633.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2023-02-15 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings  
[yuki\\_keshiki's solution](#)

**634.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-02-14 · last AC: 2023-02-14 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**635.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, math

[yuki\\_keshiki's solution](#)

**636.**

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**637.**

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2023-02-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**638.**

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2023-02-07 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**639.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2023-02-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**640.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**641.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-02-06 · last AC: 2023-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[yuki\\_keshiki's solution](#)

**642.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**643.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-02-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**644.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-02-06 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yuki\\_keshiki's solution](#)

**645.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[yuki\\_keshiki's solution](#)

**646.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**647.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[yuki\\_keshiki's solution](#)

**648.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yuki\\_keshiki's solution](#)

**649.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**650.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**651.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[yuki\\_keshiki's solution](#)

**652.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**653.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**654.**

2118D1

[Red Light, Green Light \(Easy version\) · Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[yuki\\_keshiki's solution](#)

**655.**

1203D2

[Remove the Substring \(hard version\) · Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[yuki\\_keshiki's solution](#)

**656.**

761D

[Dasha and Very Difficult Problem · Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[yuki\\_keshiki's solution](#)

**657.**

518D

[Ilya and Escalator · Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[yuki\\_keshiki's solution](#)

**658.**

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-09-04 · last AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: dp, implementation

[yuki\\_keshiki's solution](#)

**659.**

1849D

[Array Painting · Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[yuki\\_keshiki's solution](#)

**660.**

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2024-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[yuki\\_keshiki's solution](#)

**661.**

1971G

[XOUR · Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: data structures, dsu, sortings

[yuki\\_keshiki's solution](#)

**662.**

1777C

[Quiz Master · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-08-02 · last AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[yuki\\_keshiki's solution](#)

**663.**

1883E

[Look Back · Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[yuki\\_keshiki's solution](#)

**664.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings  
[yuki\\_keshiki's solution](#)

**665.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees  
[yuki\\_keshiki's solution](#)

**666.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**667.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, strings, two pointers  
[yuki\\_keshiki's solution](#)

**668.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math  
[yuki\\_keshiki's solution](#)

**669.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[yuki\\_keshiki's solution](#)

**670.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2024-02-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, math, probabilities, trees  
[yuki\\_keshiki's solution](#)

**671.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[yuki\\_keshiki's solution](#)

**672.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs  
[yuki\\_keshiki's solution](#)

**673.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[yuki\\_keshiki's solution](#)

**674.**

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[yuki\\_keshiki's solution](#)

**675.**

1901D

[Yet Another Monster Fight · Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**676.**

1898C

[Colorful Grid · Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
[yuki\\_keshiki's solution](#)

**677.**

126B

[Password · Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[yuki\\_keshiki's solution](#)

**678.**

1890D

[Doremy's Connecting Plan · Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: graphs, greedy, math, sortings  
[yuki\\_keshiki's solution](#)

**679.**

1884C

[Medium Design · Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[yuki\\_keshiki's solution](#)

**680.**

1731D

[Valiant's New Map · Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[yuki\\_keshiki's solution](#)

**681.**

1731C

[Even Subarrays · Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[yuki\\_keshiki's solution](#)

**682.**

1799C

[Double Lexicographically Minimum · Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-10-18 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**683.**

1792D

[Fixed Prefix Permutations · Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[yuki\\_keshiki's solution](#)

**684.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[yuki\\_keshiki's solution](#)

**685.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-10-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[yuki\\_keshiki's solution](#)

**686.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[yuki\\_keshiki's solution](#)

**687.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[yuki\\_keshiki's solution](#)

**688.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[yuki\\_keshiki's solution](#)

**689.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math

[yuki\\_keshiki's solution](#)

**690.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[yuki\\_keshiki's solution](#)

**691.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[yuki\\_keshiki's solution](#)

**692.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[yuki\\_keshiki's solution](#)

**693.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2023-07-26 · last AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, trees

[yuki\\_keshiki's solution](#)

**694.**

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, two pointers

[yuki\\_keshiki's solution](#)

**695.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[yuki\\_keshiki's solution](#)

**696.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2023-07-05 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**697.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2023-06-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**698.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**699.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-06-14 · last AC: 2023-06-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[yuki\\_keshiki's solution](#)

**700.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2023-06-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[yuki\\_keshiki's solution](#)

**701.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2023-05-24 · last AC: 2023-05-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**702.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-05-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[yuki\\_keshiki's solution](#)

**703.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2023-05-10 · last AC: 2023-05-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[yuki\\_keshiki's solution](#)

**704.**

1118D1

[Coffee and Coursework \(Easy version\) · Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2023-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[yuki\\_keshiki's solution](#)

**705.**

1826D

[Running Miles · Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy  
[yuki\\_keshiki's solution](#)

**706.**

1608C

[Game Master · Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-05-03 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[yuki\\_keshiki's solution](#)

**707.**

295B

[Greg and Graph · Tutorial](#)

Quality: 17,663 global accepts · Rating: 1700 · first AC: 2023-04-26 · last AC: 2023-04-26 · PyPy 3-64 (first AC) · Tags: dp, graphs, shortest paths  
[yuki\\_keshiki's solution](#)

**708.**

1473D

[Program · Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2023-04-12 · last AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, strings  
[yuki\\_keshiki's solution](#)

**709.**

1814B

[Long Legs · Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: brute force, math  
[yuki\\_keshiki's solution](#)

**710.**

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[yuki\\_keshiki's solution](#)

**711.**

1810D

[Climbing the Tree · Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: binary search, math  
[yuki\\_keshiki's solution](#)

**712.**

382C

[Arithmetic Progression · Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2023-03-29 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[yuki\\_keshiki's solution](#)

**713.**

1325D

[Ehab the Xorcist · Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-03-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[yuki\\_keshiki's solution](#)

**714.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-03-20 · last AC: 2023-03-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[yuki\\_keshiki's solution](#)

**715.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation

[yuki\\_keshiki's solution](#)

**716.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-03-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yuki\\_keshiki's solution](#)

**717.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[yuki\\_keshiki's solution](#)

**718.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2023-02-13 · last AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[yuki\\_keshiki's solution](#)

**719.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-02-06 · last AC: 2023-02-06 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[yuki\\_keshiki's solution](#)

**720.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[yuki\\_keshiki's solution](#)

**721.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp

[yuki\\_keshiki's solution](#)

**722.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**723.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[yuki\\_keshiki's solution](#)

**724.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2025-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yuki\\_keshiki's solution](#)

**725.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[yuki\\_keshiki's solution](#)

**726.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[yuki\\_keshiki's solution](#)

**727.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[yuki\\_keshiki's solution](#)

**728.**

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[yuki\\_keshiki's solution](#)

**729.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[yuki\\_keshiki's solution](#)

**730.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, implementation

[yuki\\_keshiki's solution](#)

**731.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[yuki\\_keshiki's solution](#)

**732.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[yuki\\_keshiki's solution](#)

**733.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: data structures, dsu, implementation, trees

[yuki\\_keshiki's solution](#)

**734.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math, schedules

[yuki\\_keshiki's solution](#)

**735.**

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**736.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[yuki\\_keshiki's solution](#)

**737.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math

[yuki\\_keshiki's solution](#)

**738.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yuki\\_keshiki's solution](#)

**739.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[yuki\\_keshiki's solution](#)

**740.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[yuki\\_keshiki's solution](#)

**741.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yuki\\_keshiki's solution](#)

**742.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[yuki\\_keshiki's solution](#)

**743.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · last AC: 2023-12-14 · PyPy 3-64 (first AC) · Tags: dp, greedy

[yuki\\_keshiki's solution](#)

**744.**

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide

and conquer, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**745.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**746.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-23 · last AC: 2023-11-23 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[yuki\\_keshiki's solution](#)

**747.**

721C

[Journey](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 1800 · first AC: 2023-11-16 · last AC: 2023-11-16 · PyPy 3-64 (first AC) · Tags: dp, graphs

[yuki\\_keshiki's solution](#)

**748.**

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**749.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**750.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**751.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**752.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[yuki\\_keshiki's solution](#)

**753.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**754.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, games, two pointers

[yuki\\_keshiki's solution](#)

**755.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-08-08 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[yuki\\_keshiki's solution](#)

**756.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**757.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, strings, trees

[yuki\\_keshiki's solution](#)

**758.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**759.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**760.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**761.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[yuki\\_keshiki's solution](#)

**762.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, strings

[yuki\\_keshiki's solution](#)

**763.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2023-05-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[yuki\\_keshiki's solution](#)

**764.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[yuki\\_keshiki's solution](#)

**765.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees

[yuki\\_keshiki's solution](#)

**766.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2023-04-13 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[yuki\\_keshiki's solution](#)

**767.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yuki\\_keshiki's solution](#)

**768.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: brute force, math

[yuki\\_keshiki's solution](#)

**769.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2023-03-14 · last AC: 2023-03-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[yuki\\_keshiki's solution](#)

**770.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2023-03-13 · last AC: 2023-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[yuki\\_keshiki's solution](#)

**771.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[yuki\\_keshiki's solution](#)

**772.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: data structures, sortings

[yuki\\_keshiki's solution](#)

**773.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-03-03 · last AC: 2023-03-03 · PyPy 3-64 (first AC) · Tags: dp, flows, graph matchings, greedy

[yuki\\_keshiki's solution](#)

**774.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2023-03-02 · last AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[yuki\\_keshiki's solution](#)

**775.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-03-01 · last AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[yuki\\_keshiki's solution](#)

**776.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2023-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[yuki\\_keshiki's solution](#)

**777.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-02-20 · last AC: 2023-02-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[yuki\\_keshiki's solution](#)

**778.**

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2023-02-08 · last AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[yuki\\_keshiki's solution](#)

**779.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[yuki\\_keshiki's solution](#)

**780.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[yuki\\_keshiki's solution](#)

**781.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[yuki\\_keshiki's solution](#)

**782.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[yuki\\_keshiki's solution](#)

**783.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[yuki\\_keshiki's solution](#)

**784.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2026-03-12 · PyPy 3-64 (first AC) · Tags: greedy, math

[yuki\\_keshiki's solution](#)

**785.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[yuki\\_keshiki's solution](#)

**786.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[yuki\\_keshiki's solution](#)

**787.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[yuki\\_keshiki's solution](#)

**788.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**789.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[yuki\\_keshiki's solution](#)

**790.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**791.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**792.**

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, number theory

[yuki\\_keshiki's solution](#)

**793.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[yuki\\_keshiki's solution](#)

**794.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[yuki\\_keshiki's solution](#)

**795.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[yuki\\_keshiki's solution](#)

**796.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2024-05-16 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**797.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[yuki\\_keshiki's solution](#)

**798.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[yuki\\_keshiki's solution](#)

**799.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[yuki\\_keshiki's solution](#)

**800.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**801.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[yuki\\_keshiki's solution](#)

**802.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**803.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[yuki\\_keshiki's solution](#)

**804.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: data structures, sortings  
[yuki\\_keshiki's solution](#)

**805.**

1926G

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

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[yuki\\_keshiki's solution](#)

**806.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings

[yuki\\_keshiki's solution](#)

**807.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees

[yuki\\_keshiki's solution](#)

**808.**

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[yuki\\_keshiki's solution](#)

**809.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[yuki\\_keshiki's solution](#)

**810.**

1714F

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

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[yuki\\_keshiki's solution](#)

**811.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2024-01-02 · last AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[yuki\\_keshiki's solution](#)

**812.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[yuki\\_keshiki's solution](#)

**813.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[yuki\\_keshiki's solution](#)

**814.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks,

greedy

[yuki\\_keshiki's solution](#)

**815.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, implementation, math

[yuki\\_keshiki's solution](#)

**816.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[yuki\\_keshiki's solution](#)

**817.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dsu, implementation, math

[yuki\\_keshiki's solution](#)

**818.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-01-04 · last AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[yuki\\_keshiki's solution](#)

**819.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[yuki\\_keshiki's solution](#)

**820.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[yuki\\_keshiki's solution](#)

**821.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-12-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[yuki\\_keshiki's solution](#)

**822.**

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[yuki\\_keshiki's solution](#)

**823.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[yuki\\_keshiki's solution](#)

**824.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

**825.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-12-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[yuki\\_keshiki's solution](#)

**826.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: data structures, strings, trees

[yuki\\_keshiki's solution](#)

**827.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation

[yuki\\_keshiki's solution](#)

**828.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[yuki\\_keshiki's solution](#)

**829.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[yuki\\_keshiki's solution](#)

**830.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2023-11-09 · last AC: 2023-11-09 · PyPy 3-64 (first AC) · Tags: dp, implementation

[yuki\\_keshiki's solution](#)

**831.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, graphs

[yuki\\_keshiki's solution](#)

**832.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[yuki\\_keshiki's solution](#)

**833.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[yuki\\_keshiki's solution](#)

**834.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: data structures, trees

[yuki\\_keshiki's solution](#)

**835.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math  
[yuki\\_keshiki's solution](#)

**836.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths  
[yuki\\_keshiki's solution](#)

**837.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory  
[yuki\\_keshiki's solution](#)

**838.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees  
[yuki\\_keshiki's solution](#)

**839.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-08-29 · last AC: 2023-08-29 · PyPy 3-64 (first AC) · Tags: math  
[yuki\\_keshiki's solution](#)

**840.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**841.**

1265D

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

Rating: 1900 · first AC: 2023-08-15 · last AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[yuki\\_keshiki's solution](#)

**842.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[yuki\\_keshiki's solution](#)

**843.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-07-27 · last AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[yuki\\_keshiki's solution](#)

**844.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation  
[yuki\\_keshiki's solution](#)

**845.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: dp, math

[yuki\\_keshiki's solution](#)

**846.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, strings

[yuki\\_keshiki's solution](#)

**847.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-07-13 · last AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[yuki\\_keshiki's solution](#)

**848.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2023-07-13 · last AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[yuki\\_keshiki's solution](#)

**849.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**850.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-07-10 · last AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings

[yuki\\_keshiki's solution](#)

**851.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[yuki\\_keshiki's solution](#)

**852.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-07-06 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**853.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-04 · last AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**854.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-06-29 · last AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[yuki\\_keshiki's solution](#)

**855.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**856.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-06-16 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[yuki\\_keshiki's solution](#)

**857.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-06-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation

[yuki\\_keshiki's solution](#)

**858.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: two pointers

[yuki\\_keshiki's solution](#)

**859.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-05-25 · last AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[yuki\\_keshiki's solution](#)

**860.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**861.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-05-18 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[yuki\\_keshiki's solution](#)

**862.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: binary search, dp

[yuki\\_keshiki's solution](#)

**863.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-05-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**864.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-04-27 · last AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**865.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-04-20 · last AC: 2023-04-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, trees

[yuki\\_keshiki's solution](#)

**866.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[yuki\\_keshiki's solution](#)

**867.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[yuki\\_keshiki's solution](#)

**868.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2023-03-22 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, implementation

[yuki\\_keshiki's solution](#)

**869.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2023-03-17 · last AC: 2023-03-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings, strings

[yuki\\_keshiki's solution](#)

**870.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2023-03-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**871.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2023-03-15 · last AC: 2023-03-15 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**872.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-10 · last AC: 2023-03-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings

[yuki\\_keshiki's solution](#)

**873.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2023-03-07 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**874.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[yuki\\_keshiki's solution](#)

**875.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**876.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2023-02-24 · last AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**877.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-02-21 · last AC: 2023-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[yuki\\_keshiki's solution](#)

**878.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2023-02-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**879.**

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-02-16 · last AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: implementation

[yuki\\_keshiki's solution](#)

**880.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2023-02-10 · last AC: 2023-02-10 · Go (first AC) · Tags: greedy, implementation, math, sortings

[yuki\\_keshiki's solution](#)

**881.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

**882.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2023-02-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[yuki\\_keshiki's solution](#)

**883.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-04 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[yuki\\_keshiki's solution](#)

**884.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2023-10-19 · last AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[yuki\\_keshiki's solution](#)

**885.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[yuki\\_keshiki's solution](#)

**886.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2026-03-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[yuki\\_keshiki's solution](#)

**887.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**888.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[yuki\\_keshiki's solution](#)

**889.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-09-05 · last AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[yuki\\_keshiki's solution](#)

**890.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2026-01-01 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[yuki\\_keshiki's solution](#)

**891.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**892.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[yuki\\_keshiki's solution](#)

**893.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yuki\\_keshiki's solution](#)

**894.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[yuki\\_keshiki's solution](#)

**895.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**896.**

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[yuki\\_keshiki's solution](#)

**897.**

1237D

[Balanced Playlist · Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-06-13 · last AC: 2024-06-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[yuki\\_keshiki's solution](#)

**898.**

264C

[Choosing Balls · Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**899.**

1796D

[Maximum Subarray · Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-07-12 · last AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers

[yuki\\_keshiki's solution](#)

**900.**

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**901.**

938D

[Buy a Ticket · Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-05-09 · PyPy 3-64 (first AC) · Tags: data structures, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**902.**

213C

[Relay Race · Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**903.**

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[yuki\\_keshiki's solution](#)

**904.**

296B

[Yaroslav and Two Strings · Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-04-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[yuki\\_keshiki's solution](#)

**905.**

1763C

[Another Array Problem · Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**906.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-04-05 · PyPy 3-64 (first AC) · Tags: dp, flows, graphs, greedy

[yuki\\_keshiki's solution](#)

**907.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

[yuki\\_keshiki's solution](#)

**908.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-03-14 · last AC: 2024-03-14 · PyPy 3-64 (first AC) · Tags: math, two pointers

[yuki\\_keshiki's solution](#)

**909.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**910.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**911.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-03-07 · last AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[yuki\\_keshiki's solution](#)

**912.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**913.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, trees

[yuki\\_keshiki's solution](#)

**914.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[yuki\\_keshiki's solution](#)

**915.**

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[yuki\\_keshiki's solution](#)

**916.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-02-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[yuki\\_keshiki's solution](#)

**917.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · last AC: 2024-02-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[yuki\\_keshiki's solution](#)

**918.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[yuki\\_keshiki's solution](#)

**919.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**920.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-12-14 · PyPy 3-64 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[yuki\\_keshiki's solution](#)

**921.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: greedy, interactive, math

[yuki\\_keshiki's solution](#)

**922.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[yuki\\_keshiki's solution](#)

**923.**

1894E

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

Rating: 2000 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[yuki\\_keshiki's solution](#)

**924.**

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**925.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-11-01 · PyPy 3-64 (first AC) · Tags: data structures, schedules

[yuki\\_keshiki's solution](#)

**926.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: data structures, dfs and

similar, trees

[yuki\\_keshiki's solution](#)

**927.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[yuki\\_keshiki's solution](#)

**928.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2023-10-27 · last AC: 2023-10-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers

[yuki\\_keshiki's solution](#)

**929.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[yuki\\_keshiki's solution](#)

**930.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[yuki\\_keshiki's solution](#)

**931.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[yuki\\_keshiki's solution](#)

**932.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-08-28 · last AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers

[yuki\\_keshiki's solution](#)

**933.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, sortings

[yuki\\_keshiki's solution](#)

**934.**

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2023-08-14 · last AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**935.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[yuki\\_keshiki's solution](#)

**936.**

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math, sortings

[yuki\\_keshiki's solution](#)

**937.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[yuki\\_keshiki's solution](#)

**938.**

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[yuki\\_keshiki's solution](#)

**939.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[yuki\\_keshiki's solution](#)

**940.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-07-31 · last AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[yuki\\_keshiki's solution](#)

**941.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[yuki\\_keshiki's solution](#)

**942.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-07-20 · last AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**943.**

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[yuki\\_keshiki's solution](#)

**944.**

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**945.**

1831D

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

Rating: 2000 · first AC: 2023-06-02 · last AC: 2023-06-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, math

[yuki\\_keshiki's solution](#)

**946.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-05-08 · last AC: 2023-05-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp

[yuki\\_keshiki's solution](#)

**947.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[yuki\\_keshiki's solution](#)

**948.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-03-23 · last AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[yuki\\_keshiki's solution](#)

**949.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**950.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-03-10 · last AC: 2023-03-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**951.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2023-03-08 · last AC: 2023-03-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[yuki\\_keshiki's solution](#)

**952.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[yuki\\_keshiki's solution](#)

**953.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yuki\\_keshiki's solution](#)

**954.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[yuki\\_keshiki's solution](#)

**955.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[yuki\\_keshiki's solution](#)

**956.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**957.**

2149G

[Buratsuta 3 · Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[yuki\\_keshiki's solution](#)

**958.**

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**959.**

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**960.**

1117D

[Magic Gems · Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[yuki\\_keshiki's solution](#)

**961.**

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[yuki\\_keshiki's solution](#)

**962.**

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yuki\\_keshiki's solution](#)

**963.**

2044H

[Hard Demon Problem · Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[yuki\\_keshiki's solution](#)

**964.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yuki\\_keshiki's solution](#)

**965.**

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[yuki\\_keshiki's solution](#)

**966.**

2092E

[She knows... · Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, graphs, math

[yuki\\_keshiki's solution](#)

**967.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: binary search, hashing, strings, two pointers

[yuki\\_keshiki's solution](#)

**968.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · last AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[yuki\\_keshiki's solution](#)

**969.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: 2-sat, dfs and similar, graphs

[yuki\\_keshiki's solution](#)

**970.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-04-25 · last AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yuki\\_keshiki's solution](#)

**971.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[yuki\\_keshiki's solution](#)

**972.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, trees

[yuki\\_keshiki's solution](#)

**973.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, number theory

[yuki\\_keshiki's solution](#)

**974.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**975.**

1948E

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

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**976.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yuki\\_keshiki's solution](#)

**977.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[yuki\\_keshiki's solution](#)

**978.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[yuki\\_keshiki's solution](#)

**979.**

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math  
[yuki\\_keshiki's solution](#)

**980.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-07-13 · last AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, sortings, strings  
[yuki\\_keshiki's solution](#)

**981.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[yuki\\_keshiki's solution](#)

**982.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[yuki\\_keshiki's solution](#)

**983.**

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees  
[yuki\\_keshiki's solution](#)

**984.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, trees  
[yuki\\_keshiki's solution](#)

**985.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[yuki\\_keshiki's solution](#)

**986.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[yuki\\_keshiki's solution](#)

**987.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[yuki\\_keshiki's solution](#)

**988.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation  
[yuki\\_keshiki's solution](#)

**989.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers  
[yuki\\_keshiki's solution](#)

**990.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-10-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[yuki\\_keshiki's solution](#)

**991.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · last AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: dp, math, number theory  
[yuki\\_keshiki's solution](#)

**992.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-10-17 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees  
[yuki\\_keshiki's solution](#)

**993.**

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, math  
[yuki\\_keshiki's solution](#)

**994.**

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation  
[yuki\\_keshiki's solution](#)

**995.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-09-15 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[yuki\\_keshiki's solution](#)

**996.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[yuki\\_keshiki's solution](#)

**997.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2023-08-29 · last AC: 2023-08-29 · PyPy 3-64 (first AC) · Tags: data structures, graphs  
[yuki\\_keshiki's solution](#)

**998.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-08-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers  
[yuki\\_keshiki's solution](#)

**999.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees  
[yuki\\_keshiki's solution](#)

**1000.**

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**1001.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: data structures, dp, math, probabilities  
[yuki\\_keshiki's solution](#)

**1002.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · last AC: 2023-08-06 · PyPy 3-64 (first AC) · Tags: divide and conquer, interactive  
[yuki\\_keshiki's solution](#)

**1003.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-07-11 · last AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers  
[yuki\\_keshiki's solution](#)

**1004.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-07-03 · last AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings  
[yuki\\_keshiki's solution](#)

**1005.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers  
[yuki\\_keshiki's solution](#)

**1006.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, strings  
[yuki\\_keshiki's solution](#)

**1007.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-05-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yuki\\_keshiki's solution](#)

**1008.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**1009.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[yuki\\_keshiki's solution](#)

**1010.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[yuki\\_keshiki's solution](#)

**1011.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[yuki\\_keshiki's solution](#)

**1012.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[yuki\\_keshiki's solution](#)

**1013.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yuki\\_keshiki's solution](#)

**1014.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[yuki\\_keshiki's solution](#)

**1015.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[yuki\\_keshiki's solution](#)

**1016.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[yuki\\_keshiki's solution](#)

**1017.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yuki\\_keshiki's solution](#)

**1018.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-05-18 · last AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, hashing, math

[yuki\\_keshiki's solution](#)

**1019.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[yuki\\_keshiki's solution](#)

**1020.**

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[yuki\\_keshiki's solution](#)

**1021.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[yuki\\_keshiki's solution](#)

**1022.**

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[yuki\\_keshiki's solution](#)

**1023.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2024-02-03 · last AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yuki\\_keshiki's solution](#)

**1024.**

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[yuki\\_keshiki's solution](#)

**1025.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, number theory

[yuki\\_keshiki's solution](#)

**1026.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-01-27 · last AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**1027.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-01-18 · last AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[yuki\\_keshiki's solution](#)

**1028.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[yuki\\_keshiki's solution](#)

**1029.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-01-13 · last AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: data structures, math

[yuki\\_keshiki's solution](#)

**1030.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[yuki\\_keshiki's solution](#)

**1031.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[yuki\\_keshiki's solution](#)

**1032.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[yuki\\_keshiki's solution](#)

**1033.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-12-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[yuki\\_keshiki's solution](#)

**1034.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: dp, trees

[yuki\\_keshiki's solution](#)

**1035.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-12-14 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs

[yuki\\_keshiki's solution](#)

**1036.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[yuki\\_keshiki's solution](#)

**1037.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-12-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs

[yuki\\_keshiki's solution](#)

**1038.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-12-11 · last AC: 2023-12-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[yuki\\_keshiki's solution](#)

**1039.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[yuki\\_keshiki's solution](#)

**1040.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-12-09 · last AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yuki\\_keshiki's solution](#)

**1041.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**1042.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[yuki\\_keshiki's solution](#)

**1043.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[yuki\\_keshiki's solution](#)

**1044.**

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[yuki\\_keshiki's solution](#)

**1045.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**1046.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**1047.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-12-01 · last AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yuki\\_keshiki's solution](#)

**1048.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[yuki\\_keshiki's solution](#)

**1049.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[yuki\\_keshiki's solution](#)

**1050.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[yuki\\_keshiki's solution](#)

**1051.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[yuki\\_keshiki's solution](#)

**1052.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-11-06 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**1053.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[yuki\\_keshiki's solution](#)

**1054.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-10-27 · PyPy 3-64 (first AC) · Tags: data structures, dsu, greedy, sortings

[yuki\\_keshiki's solution](#)

**1055.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[yuki\\_keshiki's solution](#)

**1056.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**1057.**

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[yuki\\_keshiki's solution](#)

**1058.**

1785C

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

Rating: 2200 · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[yuki\\_keshiki's solution](#)

**1059.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-10-19 · last AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: dp, sortings

[yuki\\_keshiki's solution](#)

**1060.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-10-07 · last AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, geometry

[yuki\\_keshiki's solution](#)

**1061.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive

[yuki\\_keshiki's solution](#)

**1062.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-09-05 · last AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[yuki\\_keshiki's solution](#)

**1063.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-08-28 · last AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

[yuki\\_keshiki's solution](#)

**1064.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[yuki\\_keshiki's solution](#)

**1065.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-08-21 · PyPy 3-64 (first AC) · Tags: math, number theory

[yuki\\_keshiki's solution](#)

**1066.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**1067.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[yuki\\_keshiki's solution](#)

### 1068.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, graph matchings, math

[yuki\\_keshiki's solution](#)

### 1069.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[yuki\\_keshiki's solution](#)

### 1070.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, graphs, trees

[yuki\\_keshiki's solution](#)

### 1071.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp

[yuki\\_keshiki's solution](#)

### 1072.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp

[yuki\\_keshiki's solution](#)

### 1073.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: dp, strings

[yuki\\_keshiki's solution](#)

### 1074.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-07-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[yuki\\_keshiki's solution](#)

### 1075.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yuki\\_keshiki's solution](#)

### 1076.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2023-07-14 · last AC: 2023-07-19 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[yuki\\_keshiki's solution](#)

### 1077.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, ternary search

[yuki\\_keshiki's solution](#)

**1078.**

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp

[yuki\\_keshiki's solution](#)

**1079.**

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2023-07-07 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, trees

[yuki\\_keshiki's solution](#)

**1080.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[yuki\\_keshiki's solution](#)

**1081.**

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[yuki\\_keshiki's solution](#)

**1082.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs

[yuki\\_keshiki's solution](#)

**1083.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[yuki\\_keshiki's solution](#)

**1084.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[yuki\\_keshiki's solution](#)

**1085.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[yuki\\_keshiki's solution](#)

**1086.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[yuki\\_keshiki's solution](#)

**1087.**

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[yuki\\_keshiki's solution](#)

**1088.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yuki\\_keshiki's solution](#)

**1089.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yuki\\_keshiki's solution](#)

**1090.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[yuki\\_keshiki's solution](#)

**1091.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: dp, math, number theory, probabilities

[yuki\\_keshiki's solution](#)

**1092.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-05-23 · last AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, number theory

[yuki\\_keshiki's solution](#)

**1093.**

1955H

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

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[yuki\\_keshiki's solution](#)

**1094.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[yuki\\_keshiki's solution](#)

**1095.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[yuki\\_keshiki's solution](#)

**1096.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: brute force, dp

[yuki\\_keshiki's solution](#)

**1097.**

1933G

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

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[yuki\\_keshiki's solution](#)

**1098.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-02-22 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[yuki\\_keshiki's solution](#)

**1099.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: graphs, math, number theory, shortest paths  
[yuki\\_keshiki's solution](#)

**1100.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[yuki\\_keshiki's solution](#)

**1101.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[yuki\\_keshiki's solution](#)

**1102.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory  
[yuki\\_keshiki's solution](#)

**1103.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math  
[yuki\\_keshiki's solution](#)

**1104.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: dp  
[yuki\\_keshiki's solution](#)

**1105.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[yuki\\_keshiki's solution](#)

**1106.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[yuki\\_keshiki's solution](#)

**1107.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-01-05 · PyPy 3-64 (first AC) · Tags: math, matrices  
[yuki\\_keshiki's solution](#)

**1108.**

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[yuki\\_keshiki's solution](#)

**1109.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-11-23 · PyPy 3-64 (first AC) · Tags: math, matrices, number theory, two pointers

[yuki\\_keshiki's solution](#)

**1110.**

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**1111.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-01 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**1112.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-10-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[yuki\\_keshiki's solution](#)

**1113.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[yuki\\_keshiki's solution](#)

**1114.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: dp, sortings

[yuki\\_keshiki's solution](#)

**1115.**

1875F

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

Rating: 2300 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, math, probabilities

[yuki\\_keshiki's solution](#)

**1116.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[yuki\\_keshiki's solution](#)

**1117.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[yuki\\_keshiki's solution](#)

**1118.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math  
[yuki\\_keshiki's solution](#)

**1119.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[yuki\\_keshiki's solution](#)

**1120.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · last AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings  
[yuki\\_keshiki's solution](#)

**1121.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-08-14 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, number theory  
[yuki\\_keshiki's solution](#)

**1122.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory  
[yuki\\_keshiki's solution](#)

**1123.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dp, trees  
[yuki\\_keshiki's solution](#)

**1124.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[yuki\\_keshiki's solution](#)

**1125.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-06-09 · last AC: 2023-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp  
[yuki\\_keshiki's solution](#)

**1126.**

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, math, trees  
[yuki\\_keshiki's solution](#)

**1127.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-04-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[yuki\\_keshiki's solution](#)

**1128.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[yuki\\_keshiki's solution](#)

**1129.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-02-27 · last AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[yuki\\_keshiki's solution](#)

**1130.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths  
[yuki\\_keshiki's solution](#)

**1131.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry  
[yuki\\_keshiki's solution](#)

**1132.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[yuki\\_keshiki's solution](#)

**1133.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[yuki\\_keshiki's solution](#)

**1134.**

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers  
[yuki\\_keshiki's solution](#)

**1135.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[yuki\\_keshiki's solution](#)

**1136.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[yuki\\_keshiki's solution](#)

**1137.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory  
[yuki\\_keshiki's solution](#)

**1138.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[yuki\\_keshiki's solution](#)

**1139.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[yuki\\_keshiki's solution](#)

**1140.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[yuki\\_keshiki's solution](#)

**1141.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-09-05 · last AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[yuki\\_keshiki's solution](#)

**1142.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: flows, graph matchings, graphs  
[yuki\\_keshiki's solution](#)

**1143.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: flows, graph matchings, graphs  
[yuki\\_keshiki's solution](#)

**1144.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: binary search, flows, graphs  
[yuki\\_keshiki's solution](#)

**1145.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees  
[yuki\\_keshiki's solution](#)

**1146.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: binary search, flows, graphs  
[yuki\\_keshiki's solution](#)

**1147.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: flows, graphs  
[yuki\\_keshiki's solution](#)

**1148.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[yuki\\_keshiki's solution](#)

### 1149.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[yuki\\_keshiki's solution](#)

### 1150.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-04-26 · last AC: 2024-04-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures

[yuki\\_keshiki's solution](#)

### 1151.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[yuki\\_keshiki's solution](#)

### 1152.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[yuki\\_keshiki's solution](#)

### 1153.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: data structures, probabilities

[yuki\\_keshiki's solution](#)

### 1154.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2024-03-22 · Go (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

### 1155.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-03-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[yuki\\_keshiki's solution](#)

### 1156.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[yuki\\_keshiki's solution](#)

### 1157.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[yuki\\_keshiki's solution](#)

### 1158.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[yuki\\_keshiki's solution](#)

**1159.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[yuki\\_keshiki's solution](#)

**1160.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: bitmasks, games, greedy, interactive

[yuki\\_keshiki's solution](#)

**1161.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: data structures, trees

[yuki\\_keshiki's solution](#)

**1162.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, matrices

[yuki\\_keshiki's solution](#)

**1163.**

1925F

[Fractal Origami](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: geometry, math

[yuki\\_keshiki's solution](#)

**1164.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, trees

[yuki\\_keshiki's solution](#)

**1165.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[yuki\\_keshiki's solution](#)

**1166.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-01-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[yuki\\_keshiki's solution](#)

**1167.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-12-20 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[yuki\\_keshiki's solution](#)

**1168.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: flows, graphs

[yuki\\_keshiki's solution](#)

**1169.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[yuki\\_keshiki's solution](#)

**1170.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yuki\\_keshiki's solution](#)

**1171.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2023-12-15 · last AC: 2023-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**1172.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: data structures

[yuki\\_keshiki's solution](#)

**1173.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-10-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[yuki\\_keshiki's solution](#)

**1174.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-10-18 · PyPy 3-64 (first AC) · Tags: number theory

[yuki\\_keshiki's solution](#)

**1175.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-10-18 · last AC: 2023-10-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[yuki\\_keshiki's solution](#)

**1176.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, number theory

[yuki\\_keshiki's solution](#)

**1177.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[yuki\\_keshiki's solution](#)

**1178.**

1875E

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

Rating: 2400 · first AC: 2023-10-05 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[yuki\\_keshiki's solution](#)

**1179.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[yuki\\_keshiki's solution](#)

**1180.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[yuki\\_keshiki's solution](#)

**1181.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[yuki\\_keshiki's solution](#)

**1182.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[yuki\\_keshiki's solution](#)

**1183.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[yuki\\_keshiki's solution](#)

**1184.**

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[yuki\\_keshiki's solution](#)

**1185.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[yuki\\_keshiki's solution](#)

**1186.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-03 · last AC: 2023-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[yuki\\_keshiki's solution](#)

**1187.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-06-30 · PyPy 3-64 (first AC) · Tags: dp

[yuki\\_keshiki's solution](#)

**1188.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-05-12 · last AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[yuki\\_keshiki's solution](#)

**1189.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, trees

[yuki\\_keshiki's solution](#)

**1190.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yuki\\_keshiki's solution](#)

**1191.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-04-21 · last AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, sortings

[yuki\\_keshiki's solution](#)

**1192.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-04-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[yuki\\_keshiki's solution](#)

**1193.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[yuki\\_keshiki's solution](#)

**1194.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[yuki\\_keshiki's solution](#)

**1195.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[yuki\\_keshiki's solution](#)

**1196.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[yuki\\_keshiki's solution](#)

**1197.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[yuki\\_keshiki's solution](#)

**1198.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-12-05 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[yuki\\_keshiki's solution](#)

**1199.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[yuki\\_keshiki's solution](#)

**1200.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[yuki\\_keshiki's solution](#)

**1201.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[yuki\\_keshiki's solution](#)

**1202.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yuki\\_keshiki's solution](#)

**1203.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[yuki\\_keshiki's solution](#)

**1204.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, trees

[yuki\\_keshiki's solution](#)

**1205.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[yuki\\_keshiki's solution](#)

**1206.**

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-02-16 · last AC: 2024-02-16 · PyPy 3-64 (first AC) · Tags: dp, number theory

[yuki\\_keshiki's solution](#)

**1207.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[yuki\\_keshiki's solution](#)

**1208.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, math

[yuki\\_keshiki's solution](#)

**1209.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-01-03 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[yuki\\_keshiki's solution](#)

**1210.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-12-22 · last AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[yuki\\_keshiki's solution](#)

**1211.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dsu

[yuki\\_keshiki's solution](#)

**1212.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-12-08 · last AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[yuki\\_keshiki's solution](#)

**1213.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-11-17 · last AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[yuki\\_keshiki's solution](#)

**1214.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[yuki\\_keshiki's solution](#)

**1215.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[yuki\\_keshiki's solution](#)

**1216.**

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[yuki\\_keshiki's solution](#)

**1217.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[yuki\\_keshiki's solution](#)

**1218.**

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[yuki\\_keshiki's solution](#)

**1219.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[yuki\\_keshiki's solution](#)

**1220.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[yuki\\_keshiki's solution](#)

**1221.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[yuki\\_keshiki's solution](#)

**1222.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[yuki\\_keshiki's solution](#)

**1223.**

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[yuki\\_keshiki's solution](#)

**1224.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[yuki\\_keshiki's solution](#)

**1225.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[yuki\\_keshiki's solution](#)

**1226.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[yuki\\_keshiki's solution](#)

**1227.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, hashing

[yuki\\_keshiki's solution](#)

**1228.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[yuki\\_keshiki's solution](#)

### 1229.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-05-03 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[yuki\\_keshiki's solution](#)

### 1230.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: greedy

[yuki\\_keshiki's solution](#)

### 1231.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[yuki\\_keshiki's solution](#)

### 1232.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yuki\\_keshiki's solution](#)

### 1233.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[yuki\\_keshiki's solution](#)

### 1234.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[yuki\\_keshiki's solution](#)

### 1235.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[yuki\\_keshiki's solution](#)

### 1236.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[yuki\\_keshiki's solution](#)

### 1237.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yuki\\_keshiki's solution](#)

### 1238.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[yuki\\_keshiki's solution](#)

**1239.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[yuki\\_keshiki's solution](#)

**1240.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-11-10 · last AC: 2023-11-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, hashing, implementation, math

[yuki\\_keshiki's solution](#)

**1241.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-11-03 · last AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: data structures, dsu

[yuki\\_keshiki's solution](#)

**1242.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-10-18 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[yuki\\_keshiki's solution](#)

**1243.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yuki\\_keshiki's solution](#)

**1244.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[yuki\\_keshiki's solution](#)

**1245.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[yuki\\_keshiki's solution](#)

**1246.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-01-10 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[yuki\\_keshiki's solution](#)

**1247.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yuki\\_keshiki's solution](#)

**1248.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[yuki\\_keshiki's solution](#)

### 1249.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[yuki\\_keshiki's solution](#)

### 1250.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1251.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1252.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1253.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1254.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1255.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1256.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1257.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1258.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[yuki\\_keshiki's solution](#)

### 1259.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: data structures, graphs, trees

[yuki\\_keshiki's solution](#)

**1260.**

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · PyPy 3-64 (first AC) · Tags: —

[yuki\\_keshiki's solution](#)