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Unique solved — zenlog

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

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Filters: none

Count: 1,039

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[zenlog's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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3.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,256 global accepts · Rating: 800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[zenlog's solution](#)

4.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[zenlog's solution](#)

5.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[zenlog's solution](#)

6.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[zenlog's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[zenlog's solution](#)

8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[zenlog's solution](#)

9.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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10.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[zenlog's solution](#)

11.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[zenlog's solution](#)

12.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[zenlog's solution](#)

13.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zenlog's solution](#)

14.

2143A

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

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
[zenlog's solution](#)

15.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[zenlog's solution](#)

16.

2134A

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

Quality: 26,568 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[zenlog's solution](#)

17.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[zenlog's solution](#)

18.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[zenlog's solution](#)

19.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zenlog's solution](#)

20.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

21.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[zenlog's solution](#)

22.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zenlog's solution](#)

23.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

24.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zenlog's solution](#)

25.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[zenlog's solution](#)

26.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zenlog's solution](#)

27.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[zenlog's solution](#)

28.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[zenlog's solution](#)

29.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zenlog's solution](#)

30.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zenlog's solution](#)

31.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[zenlog's solution](#)

32.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

33.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

34.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zenlog's solution](#)

35.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

36.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

37.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

38.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[zenlog's solution](#)

39.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[zenlog's solution](#)

40.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zenlog's solution](#)

41.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zenlog's solution](#)

42.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zenlog's solution](#)

43.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[zenlog's solution](#)

44.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

45.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

46.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[zenlog's solution](#)

47.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zenlog's solution](#)

48.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zenlog's solution](#)

49.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,364 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[zenlog's solution](#)

50.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zenlog's solution](#)

51.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,388 global accepts · Rating: 800 · first AC: 2023-09-09 · MS C++ 2017 (first AC) · Tags: math
[zenlog's solution](#)

52.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

53.

1847A

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

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

54.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zenlog's solution](#)

55.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zenlog's solution](#)

56.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[zenlog's solution](#)

57.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zenlog's solution](#)

58.

1823A

[A-characteristic](#) · [Tutorial](#)

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

59.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[zenlog's solution](#)

60.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zenlog's solution](#)

61.

1822A

[TubeTube Feed](#) · [Tutorial](#)

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

62.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zenlog's solution](#)

63.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[zenlog's solution](#)

64.

1805B

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

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zenlog's solution](#)

65.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,959 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[zenlog's solution](#)

66.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[zenlog's solution](#)

67.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[zenlog's solution](#)

68.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[zenlog's solution](#)

69.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[zenlog's solution](#)

70.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zenlog's solution](#)

71.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zenlog's solution](#)

72.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[zenlog's solution](#)

73.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zenlog's solution](#)

74.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zenlog's solution](#)

75.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[zenlog's solution](#)

76.

1767B

[Block Towers](#) · [Tutorial](#)

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

[zenlog's solution](#)

77.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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

[zenlog's solution](#)

78.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,068 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zenlog's solution](#)

79.

1769A

[B47C00D0 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[zenlog's solution](#)

80.

1750B

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

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

[zenlog's solution](#)

81.

1750A

[Indirect Sort](#) · [Tutorial](#)

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

[zenlog's solution](#)

82.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

83.

1741A

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

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zenlog's solution](#)

84.

1736A

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

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

[zenlog's solution](#)

85.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zenlog's solution](#)

86.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[zenlog's solution](#)

87.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

88.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zenlog's solution](#)

89.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[zenlog's solution](#)

90.

1717A

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

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

[zenlog's solution](#)

91.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zenlog's solution](#)

92.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zenlog's solution](#)

93.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zenlog's solution](#)

94.

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zenlog's solution](#)

95.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zenlog's solution](#)

96.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zenlog's solution](#)

97.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[zenlog's solution](#)

98.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zenlog's solution](#)

99.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zenlog's solution](#)

100.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zenlog's solution](#)

101.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,193 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zenlog's solution](#)

102.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,270 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zenlog's solution](#)

103.

1702B

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Quality: 29,308 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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104.

1702A

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Quality: 38,182 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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105.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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106.

1701A

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107.

4A

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108.

1674B

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109.

1674A

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110.

1669C

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111.

1669B

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112.

1669A

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113.

1668A

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114.

1661A

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115.

1647A

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116.

1623A

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117.

1617A

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118.

1591A

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119.

1612A

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120.

1589A

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121.

1605A

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122.

1527A

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123.

1592A

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124.

1607A

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125.

1604A

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126.

1602A

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127.

1582A

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128.

1583A

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Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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129.

1538B

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130.

1538A

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131.

1598A

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132.

1367B

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133.

1367A

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134.

1594A

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135.

1569A

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136.

1581A

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[zenlog's solution](#)

137.

1579A

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138.

546A

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139.

1574A

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140.

1573A

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141.

1566B

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142.

1566A

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143.

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144.

1556A

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145.

1560C

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146.

1560B

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1560A

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148.

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149.

1455A

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150.

1454B

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151.

1454A

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152.

1451A

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153.

1452C

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154.

1452A

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155.

1440A

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156.

1409A

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157.

1400A

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158.

1666D

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159.

2157B

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160.

2169A

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161.

2125B

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162.

2026A

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163.

2035B

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[zenlog's solution](#)

164.

2013B

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165.

1988B

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166.

1988A

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167.

1918B

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168.

1888A

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169.

1879B

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170.

1856B

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171.

1828B

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172.

1818B

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173.

1823B

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174.

1808A

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175.

1807D

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176.

1794B

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177.

1795B

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178.

1771A

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179.

1726A

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180.

1714A

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181.

1709B

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182.

1705B

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183.

975A

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184.

1668B

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185.

1617B

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186.

1591B

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187.

1613A

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188.

1610A

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189.

1612B

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190.

1589C

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[zenlog's solution](#)

191.

1607B

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192.

1606A

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193.

1582B

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194.

1047B

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195.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

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[zenlog's solution](#)

196.

1559A

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[zenlog's solution](#)

197.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation, strings

[zenlog's solution](#)

198.

1440B

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199.

2176B

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[zenlog's solution](#)

200.

2164B

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[zenlog's solution](#)

201.

2154B

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202.

2145B

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203.

2147B

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Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[zenlog's solution](#)

204.

2143B

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[zenlog's solution](#)

205.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[zenlog's solution](#)

206.

2057B

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[zenlog's solution](#)

207.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[zenlog's solution](#)

208.

2002B

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[zenlog's solution](#)

209.

1969B

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

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

210.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zenlog's solution](#)

211.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zenlog's solution](#)

212.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zenlog's solution](#)

213.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[zenlog's solution](#)

214.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

215.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zenlog's solution](#)

216.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zenlog's solution](#)

217.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zenlog's solution](#)

218.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zenlog's solution](#)

219.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zenlog's solution](#)

220.

1769B1

[A > 008D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[zenlog's solution](#)

221.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zenlog's solution](#)

222.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zenlog's solution](#)

223.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[zenlog's solution](#)

224.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[zenlog's solution](#)

225.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zenlog's solution](#)

226.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings

[zenlog's solution](#)

227.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zenlog's solution](#)

228.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zenlog's solution](#)

229.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · MS C++ 2017 (first AC) · Tags: brute force, sortings

[zenlog's solution](#)

230.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · last AC: 2021-09-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[zenlog's solution](#)

231.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zenlog's solution](#)

232.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

233.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[zenlog's solution](#)

234.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zenlog's solution](#)

235.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[zenlog's solution](#)

236.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[zenlog's solution](#)

237.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[zenlog's solution](#)

238.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[zenlog's solution](#)

239.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[zenlog's solution](#)

240.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[zenlog's solution](#)

241.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[zenlog's solution](#)

242.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[zenlog's solution](#)

243.

2027B

[Stalin Sort](#) · [Tutorial](#)

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

244.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[zenlog's solution](#)

245.

2014C

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

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[zenlog's solution](#)

246.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zenlog's solution](#)

247.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zenlog's solution](#)

248.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zenlog's solution](#)

249.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[zenlog's solution](#)

250.

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[zenlog's solution](#)

251.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[zenlog's solution](#)

252.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[zenlog's solution](#)

253.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[zenlog's solution](#)

254.

1826B

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

Quality: 28,178 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zenlog's solution](#)

255.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[zenlog's solution](#)

256.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zenlog's solution](#)

257.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths
[zenlog's solution](#)

258.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zenlog's solution](#)

259.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[zenlog's solution](#)

260.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[zenlog's solution](#)

261.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zenlog's solution](#)

262.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[zenlog's solution](#)

263.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zenlog's solution](#)

264.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zenlog's solution](#)

265.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zenlog's solution](#)

266.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[zenlog's solution](#)

267.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zenlog's solution](#)

268.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[zenlog's solution](#)

269.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zenlog's solution](#)

270.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,627 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[zenlog's solution](#)

271.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zenlog's solution](#)

272.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: greedy, two pointers
[zenlog's solution](#)

273.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

274.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zenlog's solution](#)

275.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zenlog's solution](#)

276.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: bitmasks, math

[zenlog's solution](#)

277.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · MS C++ 2017 (first AC) · Tags: implementation, sortings

[zenlog's solution](#)

278.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · MS C++ 2017 (first AC) · Tags: combinatorics, greedy, math

[zenlog's solution](#)

279.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: data structures, greedy, sortings

[zenlog's solution](#)

280.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[zenlog's solution](#)

281.

2174A

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

Quality: 14,311 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[zenlog's solution](#)

282.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zenlog's solution](#)

283.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,691 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[zenlog's solution](#)

284.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[zenlog's solution](#)

285.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[zenlog's solution](#)

286.

2050C

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

Quality: 25,012 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[zenlog's solution](#)

287.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[zenlog's solution](#)

288.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[zenlog's solution](#)

289.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zenlog's solution](#)

290.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[zenlog's solution](#)

291.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[zenlog's solution](#)

292.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[zenlog's solution](#)

293.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[zenlog's solution](#)

294.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zenlog's solution](#)

295.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[zenlog's solution](#)

296.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

297.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zenlog's solution](#)

298.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zenlog's solution](#)

299.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,023 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

300.

1808B

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

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[zenlog's solution](#)

301.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[zenlog's solution](#)

302.

1769C1

[A to D](#) · [Tutorial](#) · [CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[zenlog's solution](#)

303.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zenlog's solution](#)

304.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[zenlog's solution](#)

305.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zenlog's solution](#)

306.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zenlog's solution](#)

307.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[zenlog's solution](#)

308.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[zenlog's solution](#)

309.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[zenlog's solution](#)

310.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[zenlog's solution](#)

311.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · MS C++ 2017 (first AC) · Tags: binary search

[zenlog's solution](#)

312.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zenlog's solution](#)

313.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[zenlog's solution](#)

314.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[zenlog's solution](#)

315.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, strings

[zenlog's solution](#)

316.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zenlog's solution](#)

317.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-10-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy, math

[zenlog's solution](#)

318.

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zenlog's solution](#)

319.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs

[zenlog's solution](#)

320.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

321.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zenlog's solution](#)

322.

2179D

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

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zenlog's solution](#)

323.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zenlog's solution](#)

324.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

325.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[zenlog's solution](#)

326.

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[zenlog's solution](#)

327.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[zenlog's solution](#)

328.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zenlog's solution](#)

329.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zenlog's solution](#)

330.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zenlog's solution](#)

331.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[zenlog's solution](#)

332.

2050D

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

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[zenlog's solution](#)

333.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zenlog's solution](#)

334.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zenlog's solution](#)

335.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zenlog's solution](#)

336.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[zenlog's solution](#)

337.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zenlog's solution](#)

338.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zenlog's solution](#)

339.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[zenlog's solution](#)

340.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zenlog's solution](#)

341.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[zenlog's solution](#)

342.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[zenlog's solution](#)

343.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[zenlog's solution](#)

344.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[zenlog's solution](#)

345.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[zenlog's solution](#)

346.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zenlog's solution](#)

347.

1810C

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

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

348.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[zenlog's solution](#)

349.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zenlog's solution](#)

350.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[zenlog's solution](#)

351.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[zenlog's solution](#)

352.

1769C2

[A0>00rD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[zenlog's solution](#)

353.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[zenlog's solution](#)

354.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[zenlog's solution](#)

355.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[zenlog's solution](#)

356.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zenlog's solution](#)

357.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zenlog's solution](#)

358.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[zenlog's solution](#)

359.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[zenlog's solution](#)

360.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zenlog's solution](#)

361.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[zenlog's solution](#)

362.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[zenlog's solution](#)

363.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

364.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-18 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, sortings

[zenlog's solution](#)

365.

1591C

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

Rating: 1300 · first AC: 2021-12-13 · MS C++ 2017 (first AC) · Tags: greedy, math

[zenlog's solution](#)

366.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[zenlog's solution](#)

367.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-03 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings
[zenlog's solution](#)

368.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory
[zenlog's solution](#)

369.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[zenlog's solution](#)

370.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[zenlog's solution](#)

371.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zenlog's solution](#)

372.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[zenlog's solution](#)

373.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings, ternary search
[zenlog's solution](#)

374.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[zenlog's solution](#)

375.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-04 · MS C++ 2017 (first AC) · Tags: implementation
[zenlog's solution](#)

376.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-19 · MS C++ 2017 (first AC) · Tags: greedy, math, strings

[zenlog's solution](#)

377.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[zenlog's solution](#)

378.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zenlog's solution](#)

379.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zenlog's solution](#)

380.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zenlog's solution](#)

381.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zenlog's solution](#)

382.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[zenlog's solution](#)

383.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zenlog's solution](#)

384.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[zenlog's solution](#)

385.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zenlog's solution](#)

386.

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy,

sortings

[zenlog's solution](#)

387.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[zenlog's solution](#)

388.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zenlog's solution](#)

389.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[zenlog's solution](#)

390.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zenlog's solution](#)

391.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zenlog's solution](#)

392.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[zenlog's solution](#)

393.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[zenlog's solution](#)

394.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

395.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zenlog's solution](#)

396.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zenlog's solution](#)

407.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[zenlog's solution](#)

408.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zenlog's solution](#)

409.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,845 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[zenlog's solution](#)

410.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[zenlog's solution](#)

411.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[zenlog's solution](#)

412.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[zenlog's solution](#)

413.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
[zenlog's solution](#)

414.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 1400 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
[zenlog's solution](#)

415.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy
[zenlog's solution](#)

416.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, games
[zenlog's solution](#)

417.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[zenlog's solution](#)

418.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · MS C++ 2017 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[zenlog's solution](#)

419.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · MS C++ 2017 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[zenlog's solution](#)

420.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[zenlog's solution](#)

421.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[zenlog's solution](#)

422.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[zenlog's solution](#)

423.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zenlog's solution](#)

424.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[zenlog's solution](#)

425.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zenlog's solution](#)

426.

2070C

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

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

427.

2072E

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

Quality: 12,273 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[zenlog's solution](#)

428.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zenlog's solution](#)

429.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[zenlog's solution](#)

430.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[zenlog's solution](#)

431.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zenlog's solution](#)

432.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[zenlog's solution](#)

433.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[zenlog's solution](#)

434.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

435.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[zenlog's solution](#)

436.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[zenlog's solution](#)

437.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[zenlog's solution](#)

438.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[zenlog's solution](#)

439.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[zenlog's solution](#)

440.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[zenlog's solution](#)

441.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[zenlog's solution](#)

442.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · last AC: 2021-11-27 · MS C++ 2017 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zenlog's solution](#)

443.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[zenlog's solution](#)

444.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

445.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[zenlog's solution](#)

446.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zenlog's solution](#)

447.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive

algorithms, greedy

[zenlog's solution](#)

448.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[zenlog's solution](#)

449.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[zenlog's solution](#)

450.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zenlog's solution](#)

451.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[zenlog's solution](#)

452.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[zenlog's solution](#)

453.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zenlog's solution](#)

454.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[zenlog's solution](#)

455.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zenlog's solution](#)

456.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zenlog's solution](#)

457.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[zenlog's solution](#)

458.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[zenlog's solution](#)

459.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[zenlog's solution](#)

460.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[zenlog's solution](#)

461.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zenlog's solution](#)

462.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zenlog's solution](#)

463.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zenlog's solution](#)

464.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[zenlog's solution](#)

465.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zenlog's solution](#)

466.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zenlog's solution](#)

467.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zenlog's solution](#)

468.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

469.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[zenlog's solution](#)

470.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zenlog's solution](#)

471.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

472.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zenlog's solution](#)

473.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · MS C++ 2017 (first AC) · Tags: implementation

[zenlog's solution](#)

474.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: math, number theory

[zenlog's solution](#)

475.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[zenlog's solution](#)

476.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-11 · MS C++ 2017 (first AC) · Tags: dp, matrices

[zenlog's solution](#)

477.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[zenlog's solution](#)

478.

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, interactive

[zenlog's solution](#)

479.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[zenlog's solution](#)

480.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[zenlog's solution](#)

481.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[zenlog's solution](#)

482.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zenlog's solution](#)

483.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

484.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zenlog's solution](#)

485.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[zenlog's solution](#)

486.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zenlog's solution](#)

487.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zenlog's solution](#)

488.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[zenlog's solution](#)

489.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[zenlog's solution](#)

490.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[zenlog's solution](#)

491.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zenlog's solution](#)

492.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[zenlog's solution](#)

493.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zenlog's solution](#)

494.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[zenlog's solution](#)

495.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[zenlog's solution](#)

496.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zenlog's solution](#)

497.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zenlog's solution](#)

498.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zenlog's solution](#)

499.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[zenlog's solution](#)

500.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[zenlog's solution](#)

501.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[zenlog's solution](#)

502.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[zenlog's solution](#)

503.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[zenlog's solution](#)

504.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zenlog's solution](#)

505.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[zenlog's solution](#)

506.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zenlog's solution](#)

507.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zenlog's solution](#)

508.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-29 · last AC: 2021-09-29 · MS C++ 2017 (first AC) · Tags: data structures,

greedy

[zenlog's solution](#)

509.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, math, number theory

[zenlog's solution](#)

510.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[zenlog's solution](#)

511.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[zenlog's solution](#)

512.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[zenlog's solution](#)

513.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry

[zenlog's solution](#)

514.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[zenlog's solution](#)

515.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[zenlog's solution](#)

516.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

517.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zenlog's solution](#)

518.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, dp

[zenlog's solution](#)

519.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[zenlog's solution](#)

520.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zenlog's solution](#)

521.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zenlog's solution](#)

522.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[zenlog's solution](#)

523.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[zenlog's solution](#)

524.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

525.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[zenlog's solution](#)

526.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[zenlog's solution](#)

527.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[zenlog's solution](#)

528.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zenlog's solution](#)

529.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zenlog's solution](#)

530.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zenlog's solution](#)

531.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[zenlog's solution](#)

532.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zenlog's solution](#)

533.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[zenlog's solution](#)

534.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[zenlog's solution](#)

535.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zenlog's solution](#)

536.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zenlog's solution](#)

537.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zenlog's solution](#)

538.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[zenlog's solution](#)

539.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zenlog's solution](#)

540.

1769D1

[A, 3D00a CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[zenlog's solution](#)

541.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zenlog's solution](#)

542.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[zenlog's solution](#)

543.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[zenlog's solution](#)

544.

1725H

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

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zenlog's solution](#)

545.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zenlog's solution](#)

546.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zenlog's solution](#)

547.

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[zenlog's solution](#)

548.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[zenlog's solution](#)

549.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zenlog's solution](#)

550.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[zenlog's solution](#)

551.

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, interactive

[zenlog's solution](#)

552.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zenlog's solution](#)

553.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · last AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: data structures, dp, graphs, implementation

[zenlog's solution](#)

554.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[zenlog's solution](#)

555.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-09-04 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zenlog's solution](#)

556.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-20 · MS C++ 2017 (first AC) · Tags: binary search, implementation, sortings, strings

[zenlog's solution](#)

557.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[zenlog's solution](#)

558.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zenlog's solution](#)

559.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zenlog's solution](#)

560.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[zenlog's solution](#)

561.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zenlog's solution](#)

562.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[zenlog's solution](#)

563.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[zenlog's solution](#)

564.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[zenlog's solution](#)

565.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zenlog's solution](#)

566.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[zenlog's solution](#)

567.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zenlog's solution](#)

568.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zenlog's solution](#)

569.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[zenlog's solution](#)

570.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[zenlog's solution](#)

571.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[zenlog's solution](#)

572.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[zenlog's solution](#)

573.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zenlog's solution](#)

574.

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[zenlog's solution](#)

575.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zenlog's solution](#)

576.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[zenlog's solution](#)

577.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[zenlog's solution](#)

578.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp,

greedy, number theory, two pointers

[zenlog's solution](#)

579.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[zenlog's solution](#)

580.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[zenlog's solution](#)

581.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zenlog's solution](#)

582.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[zenlog's solution](#)

583.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[zenlog's solution](#)

584.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[zenlog's solution](#)

585.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[zenlog's solution](#)

586.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zenlog's solution](#)

587.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[zenlog's solution](#)

588.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

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

implementation

[zenlog's solution](#)

589.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[zenlog's solution](#)

590.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[zenlog's solution](#)

591.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zenlog's solution](#)

592.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[zenlog's solution](#)

593.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[zenlog's solution](#)

594.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[zenlog's solution](#)

595.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[zenlog's solution](#)

596.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[zenlog's solution](#)

597.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zenlog's solution](#)

598.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · last AC: 2021-12-02 · MS C++ 2017 (first AC) · Tags: dp, math

[zenlog's solution](#)

599.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[zenlog's solution](#)

600.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[zenlog's solution](#)

601.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[zenlog's solution](#)

602.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[zenlog's solution](#)

603.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[zenlog's solution](#)

604.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[zenlog's solution](#)

605.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zenlog's solution](#)

606.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[zenlog's solution](#)

607.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[zenlog's solution](#)

608.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[zenlog's solution](#)

609.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[zenlog's solution](#)

610.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zenlog's solution](#)

611.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zenlog's solution](#)

612.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[zenlog's solution](#)

613.

2014F

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

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zenlog's solution](#)

614.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zenlog's solution](#)

615.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zenlog's solution](#)

616.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[zenlog's solution](#)

617.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[zenlog's solution](#)

618.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zenlog's solution](#)

619.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[zenlog's solution](#)

620.

1894E

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

Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zenlog's solution](#)

621.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[zenlog's solution](#)

622.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[zenlog's solution](#)

623.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[zenlog's solution](#)

624.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zenlog's solution](#)

625.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[zenlog's solution](#)

626.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs

[zenlog's solution](#)

627.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory

[zenlog's solution](#)

628.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[zenlog's solution](#)

629.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math
[zenlog's solution](#)

630.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[zenlog's solution](#)

631.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[zenlog's solution](#)

632.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-25 · MS C++ 2017 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[zenlog's solution](#)

633.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zenlog's solution](#)

634.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[zenlog's solution](#)

635.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[zenlog's solution](#)

636.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[zenlog's solution](#)

637.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zenlog's solution](#)

638.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[zenlog's solution](#)

639.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zenlog's solution](#)

640.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[zenlog's solution](#)

641.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[zenlog's solution](#)

642.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zenlog's solution](#)

643.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[zenlog's solution](#)

644.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[zenlog's solution](#)

645.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[zenlog's solution](#)

646.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[zenlog's solution](#)

647.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[zenlog's solution](#)

648.

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[zenlog's solution](#)

649.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[zenlog's solution](#)

650.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[zenlog's solution](#)

651.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[zenlog's solution](#)

652.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-10-15 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[zenlog's solution](#)

653.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zenlog's solution](#)

654.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[zenlog's solution](#)

655.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-20 · last AC: 2021-08-20 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[zenlog's solution](#)

656.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[zenlog's solution](#)

657.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2025-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[zenlog's solution](#)

658.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[zenlog's solution](#)

659.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zenlog's solution](#)

660.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[zenlog's solution](#)

661.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[zenlog's solution](#)

662.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zenlog's solution](#)

663.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, number theory, shortest paths

[zenlog's solution](#)

664.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zenlog's solution](#)

665.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[zenlog's solution](#)

666.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

667.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zenlog's solution](#)

668.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zenlog's solution](#)

669.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[zenlog's solution](#)

670.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[zenlog's solution](#)

671.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zenlog's solution](#)

672.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zenlog's solution](#)

673.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[zenlog's solution](#)

674.

1769D2

[A..3D00A CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[zenlog's solution](#)

675.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[zenlog's solution](#)

676.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zenlog's solution](#)

677.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-05 · MS C++ 2017 (first AC) · Tags: greedy

[zenlog's solution](#)

678.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation
[zenlog's solution](#)

679.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[zenlog's solution](#)

680.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[zenlog's solution](#)

681.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[zenlog's solution](#)

682.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[zenlog's solution](#)

683.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[zenlog's solution](#)

684.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[zenlog's solution](#)

685.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[zenlog's solution](#)

686.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[zenlog's solution](#)

687.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[zenlog's solution](#)

688.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[zenlog's solution](#)

689.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[zenlog's solution](#)

690.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zenlog's solution](#)

691.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[zenlog's solution](#)

692.

1769D3

[A,3D101aCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force
[zenlog's solution](#)

693.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[zenlog's solution](#)

694.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[zenlog's solution](#)

695.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-04 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[zenlog's solution](#)

696.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zenlog's solution](#)

697.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[zenlog's solution](#)

698.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[zenlog's solution](#)

699.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[zenlog's solution](#)

700.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[zenlog's solution](#)

701.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zenlog's solution](#)

702.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[zenlog's solution](#)

703.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[zenlog's solution](#)

704.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[zenlog's solution](#)

705.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[zenlog's solution](#)

706.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[zenlog's solution](#)

707.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math, number theory, two pointers

[zenlog's solution](#)

708.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zenlog's solution](#)

709.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[zenlog's solution](#)

710.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, interactive

[zenlog's solution](#)

711.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zenlog's solution](#)

712.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[zenlog's solution](#)

713.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[zenlog's solution](#)

714.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[zenlog's solution](#)

715.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zenlog's solution](#)

716.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zenlog's solution](#)

717.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[zenlog's solution](#)

718.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[zenlog's solution](#)

719.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[zenlog's solution](#)

720.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[zenlog's solution](#)

721.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[zenlog's solution](#)

722.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zenlog's solution](#)

723.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

724.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

725.

106225I

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

726.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

727.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

728.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

729.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

730.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

731.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

732.

100113J

[Order Splitter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

733.

100113G

[Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

734.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

735.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

736.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

737.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

738.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

739.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

740.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

741.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

742.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

743.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

744.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

745.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

746.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

747.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

748.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

749.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[zenlog's solution](#)

750.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[zenlog's solution](#)

751.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[zenlog's solution](#)

752.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[zenlog's solution](#)

753.

101252C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

754.

101252F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

755.

101252K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · Python 3 (first AC) · Tags: —

[zenlog's solution](#)

756.

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

757.

101252H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

758.

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · Python 3 (first AC) · Tags: —

[zenlog's solution](#)

759.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

760.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

761.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

762.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

763.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

764.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

765.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

766.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

767.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

768.

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

769.

104873D

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

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

770.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

771.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

772.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

773.

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

774.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

775.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

776.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

777.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

778.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

779.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

780.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

781.

106073C

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

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

782.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

783.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

784.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

785.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

786.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

787.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

788.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

789.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

790.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

791.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

792.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

793.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

794.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

795.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

796.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

797.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

798.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

799.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

800.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

801.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

802.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

803.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

804.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

805.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

806.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

807.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

808.

100030A

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

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

809.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

810.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

811.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

812.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

813.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

814.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

815.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

816.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

817.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

818.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

819.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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820.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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821.

100199H

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Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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822.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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823.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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824.

100199D

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

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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825.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · PyPy 3-64 (first AC) · Tags: —
[zenlog's solution](#)

826.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · PyPy 3-64 (first AC) · Tags: —

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827.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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828.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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829.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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830.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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831.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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832.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

833.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

834.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

835.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

836.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

837.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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838.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

839.

101191A

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

Rating: — · first AC: 2025-07-14 · Python 3 (first AC) · Tags: —
[zenlog's solution](#)

840.

101191H

[Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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841.

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

842.

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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843.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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844.

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

845.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

846.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

847.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

848.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

849.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

850.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

851.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

852.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

853.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

854.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

855.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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856.

101473A

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Rating: — · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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857.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

858.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

859.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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860.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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861.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

862.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

863.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

864.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

865.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

866.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

867.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

868.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

869.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

870.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

871.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

872.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

873.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · Python 3 (first AC) · Tags: —
[zenlog's solution](#)

874.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

875.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

876.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

877.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

878.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

879.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

880.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

881.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

882.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

883.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

884.

100513M

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Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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885.

100513F

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Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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886.

100513I

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Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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887.

102348K

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888.

102348B

[Interesting Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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889.

102348E

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890.

102348F

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Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

891.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

892.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

893.

102348A

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Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

894.

102386J

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Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

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[zenlog's solution](#)

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[zenlog's solution](#)

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[zenlog's solution](#)

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Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

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Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

904.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

905.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

906.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

907.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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908.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

909.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

910.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

911.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

912.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zenlog's solution](#)

913.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zenlog's solution](#)

914.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

915.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

916.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zenlog's solution](#)

917.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

918.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: —
[zenlog's solution](#)

919.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

920.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

921.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

922.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

923.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

924.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zenlog's solution](#)

925.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

926.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

927.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · last AC: 2023-11-25 · PyPy 3 (first AC) · Tags: —
[zenlog's solution](#)

928.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

929.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

930.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

931.

104777I

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

Rating: — · first AC: 2023-11-11 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

932.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

933.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

934.

104730A

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

935.

104730H

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

936.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

937.

104640J

[Aö0D4BC,,=C 2Câ 2D 5 D BCä@Cä=D°](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

938.

104640K

[A.,5D 00 EC,,O A60D4GDÄ5C4> D >Cä1D”5D BC\\$0](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

939.

104640L

[ASTC>CÄ0D\\$L C#>C´;C 9CD5D](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

940.

104640E

[A@Dä<CäCC4>C´LCÔ>CR DôBCÔ>](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

941.

104640C

[Aö@D#C#8 CÄ5Cd4D2 2D 5C´5CÔ=D´<C€](#)

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

942.

104640H

[A#2C#D\\$>C\\$0Dò 4D´@C](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

943.

104640F

[A42C#CäBCDKDT0CTB](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

944.

104640B

[A`X0\\$;Dò ?C CC#>C](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

945.

104640A

[Aö#05C2 C 9C´7C](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

946.

104640D

[B\\$5D#C CÔ0 C,,=D\\$5C´;CT:D](#)

Rating: — · first AC: 2023-10-07 · Python 3 (first AC) · Tags: —
[zenlog's solution](#)

947.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

948.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

949.

104329D

[Y Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

950.

104329C2

[Permutaion Construction\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

951.

104329C1

[Permutaion Construction\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

952.

104329B

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

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

953.

104329A

[A Matchsticks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[zenlog's solution](#)

954.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[zenlog's solution](#)

955.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, constructive algorithms, geometry, math
[zenlog's solution](#)

956.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory
[zenlog's solution](#)

957.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, brute force, implementation

[zenlog's solution](#)

958.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[zenlog's solution](#)

959.

104018H

[A4@Cä<Cä3C´0D =CäAD\\$L](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

960.

104018I

[42 C6@C,C,=D² ?CäACTBC,,BDÂ DÄ5D\\$=C <](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

961.

104018A

[B UCAc >D BC BCα>C](#)

Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

962.

104274E

[B CDD=0`LDB 8 CÔ>CÄ5D 0 D\\$5C´5DD>CÔ>C](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

963.

1662H

[Boundary · Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zenlog's solution](#)

964.

1662O

[Circular Maze · Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zenlog's solution](#)

965.

1662M

[Bottle Arrangements · Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zenlog's solution](#)

966.

1662A

[Organizing SWERC · Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zenlog's solution](#)

967.

100083D

[B\\$Dri0, ACäGC´5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2022-04-15 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

968.

103630G

[B.CDD=0`LDB 8 A 5D =C @C@](#)

Rating: — · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

969.

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2022-04-16 · last AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

970.

100083C

[Ä×Di8D°](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

971.

100083A

[Ä@Cä4Cä:](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

972.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

973.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[zenlog's solution](#)

974.

1663C

[P Ö! Verdon](#)[Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[zenlog's solution](#)

975.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

976.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

977.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zenlog's solution](#)

978.

103411J

[Juggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[zenlog's solution](#)

979.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[zenlog's solution](#)

980.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

981.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[zenlog's solution](#)

982.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

983.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

984.

103411I

[Determine The Lap Length](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

985.

103411C

[A\\$AOT<C JCT<C'ND"0Dò C ;C :D\\$8Dt5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

986.

103411G

[A=0D BDeÀ Dt8D ;C À CD2C 7C :C`8CÔ0CÔ8Dö](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

987.

103411H

[A48Cö=Cä7](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

988.

103411K

[Shark Attack](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

989.

103411D

[ADAc@?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

990.

103411F

[B UC40 GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

991.

103411B

[A=50BiaD" ACT9DDO](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

992.

103411A

[AD8DrBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

993.

102483G

[Game Design · Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

994.

102483K

[Kleptography · Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

995.

102483H

[Hard Drive · Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

996.

102483I

[Inflation · Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

997.

103325H

[AÄÖCt5C' 8C4@ Cä2D'E C 2D\\$>CÄ0D\\$>C](#)

Rating: — · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

998.

103325F

[B\\$5T00aC4> CÔ5C'LCtO CÔ0CtKC\\$0D\\$L](#)

Rating: — · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

999.

103325D

[Aa>Ct5CÔ8Ct0D\\$>D K - 2](#)

Rating: — · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1000.

103325A

[A\\$Ää\(Ab 4C'O Dä=C,,>D >C](#)

Rating: — · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1001.

102811D

[B\\$00rjC,,FC](#)

Rating: — · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1002.

102811E

[Agar.io](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1003.

102811C

[AÄBDräD`5 C`0CDL€](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1004.

102811B

[AÖÖCräD K Cö8D >Cd=D`E](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1005.

102811A

[A ZD\\$>C CD =D`5 CäAD\\$0CÔ>C\\$:C€](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1006.

103317E

[Air Moped](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1007.

103317D

[Feeding the Earth Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1008.

103317C

[Cactus Juice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1009.

103317A

[Oseye Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[zenlog's solution](#)

1010.

103317B

[Pro Bending](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1011.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1012.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1013.

100092F

[F · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1014.

100092E

[E · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1015.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1016.

100092C

[C · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1017.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1018.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2021-10-07 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1019.

103325E

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-10-06 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1020.

103325C

[A 000C, 4D CCd1D°](#)

Rating: — · first AC: 2021-10-06 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1021.

103325B

[Ad00D= D'9 Dt5D 2DôGCä:](#)

Rating: — · first AC: 2021-10-06 · MS C++ 2017 (first AC) · Tags: —

[zenlog's solution](#)

1022.

102942F

[Offer · Tutorial](#)

Rating: — · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1023.

102942E

[Password · Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1024.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1025.

102942C

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1026.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1027.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1028.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1029.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1030.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1031.

103136D

[ADt:CaCÔKCR @D4:C€](#)

Rating: — · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: —
[zenlog's solution](#)

1032.

103136H

[Aç:ID\\$0 5C'>Dt:C <](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zenlog's solution](#)

1033.

103136G

[B,,UDT:Ca BCÔKC' BD4@CÔ8D](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[zenlog's solution](#)

1034.

103136F

[A\\$AQR4Cä@Cä3C, 2CT4D4B C" A4#](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1035.

103136E

[Why is calculator needed for? · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[zenlog's solution](#)

1036.

103136I

[B 0040T;CT=C,,5 D\\$@D44C](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)

1037.

103136B

[PSU · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[zenlog's solution](#)

1038.

103136C

[AÄ0040Ct8C0 4CTHCT2D'E C\\$5D"5C•](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[zenlog's solution](#)

1039.

103136A

[A 0005D](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[zenlog's solution](#)