

Unique solved — zltzlt

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Count: 5,520

1.

2218A

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2.

2218C

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3.

2218B

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4.

2211A

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5.

2207A

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6.

2209A

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7.

2202A

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8.

2178A

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9.

2183A

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10.

2173A

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11.

2157A

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12.

2155A

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13.

2166A

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14.

2161A

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15.

2163A

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16.

2164A

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17.

2144A

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18.

2145A

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19.

2156A

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20.

2154A

[Notelock](#) · [Tutorial](#)

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21.

2153B

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22.

2153A

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23.

2152A

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24.

2128A

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25.

2140A

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26.

2146A

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27.

2147A

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28.

2143A

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29.

2134A

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30.

2136A

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31.

2124A

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32.

2133B

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33.

2133A

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34.

2125A

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35.

2131B

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36.

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37.

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38.

2122A

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2119A

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2112A

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41.

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42.

2118A

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43.

2103A

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44.

1491A

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45.

2109A

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46.

2117B

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47.

2117A

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48.

2071A

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49.

2110A

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50.

2104A

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51.

2107A

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52.

2072A

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53.

2093A

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54.

2091B

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55.

2091A

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56.

2106A

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58.

2094A

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2108A

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62.

2003A

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63.

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65.

2092A

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66.

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67.

2086A

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68.

2065B

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69.

2065A

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70.

2059A

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71.

2008C

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72.

2008B

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73.

2008A

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74.

2014B

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75.

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76.

2062A

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77.

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78.

1980A

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79.

1974B

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80.

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81.

2044C

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82.

2044B

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83.

2044A

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84.

2063A

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85.

2061A

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86.

2060A

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87.

2056A

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88.

2055A

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89.

2043A

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90.

2042A

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91.

2057A

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92.

1989A

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93.

2053A

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94.

2049A

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95.

2048A

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96.

2040A

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97.

2034A

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98.

2039A

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99.

2022A

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100.

2038J

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101.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

102.

2031A

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

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

[zltzlt's solution](#)

103.

2029A

[Set](#) · [Tutorial](#)

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

[zltzlt's solution](#)

104.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[zltzlt's solution](#)

105.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[zltzlt's solution](#)

106.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zltzlt's solution](#)

107.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

108.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

109.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

110.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

111.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

112.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[zltzlt's solution](#)

113.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zltzlt's solution](#)

114.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[zltzlt's solution](#)

115.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[zltzlt's solution](#)

116.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-10-01 · last AC: 2024-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

117.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

118.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory
[zltzlt's solution](#)

119.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,964 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

120.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

121.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

122.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

123.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-05 · last AC: 2024-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

124.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

125.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

126.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2022-07-16 · last AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

127.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

128.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-01-22 · last AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zltzlt's solution](#)

129.

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

[zltzlt's solution](#)

130.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zltzlt's solution](#)

131.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

132.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,932 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

133.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[zltzlt's solution](#)

134.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[zltzlt's solution](#)

135.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

136.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2022-01-18 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

137.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy,

implementation

[zltzlt's solution](#)

138.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zltzlt's solution](#)

139.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zltzlt's solution](#)

140.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

141.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

142.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[zltzlt's solution](#)

143.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[zltzlt's solution](#)

144.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

145.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

146.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[zltzlt's solution](#)

147.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2022-11-24 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

148.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-24 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[zltzlt's solution](#)

149.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

150.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

151.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

152.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

153.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

154.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-14 · last AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[zltzlt's solution](#)

155.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-27 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[zltzlt's solution](#)

156.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-23 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zltzlt's solution](#)

157.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[zltzlt's solution](#)

158.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

159.

1971A

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

Quality: 59,479 global accepts · Rating: 800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

160.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,706 global accepts · Rating: 800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

161.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

162.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[zltzlt's solution](#)

163.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[zltzlt's solution](#)

164.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zltzlt's solution](#)

165.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

166.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy

[zltzlt's solution](#)

167.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[zltzlt's solution](#)

168.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[zltzlt's solution](#)

169.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

170.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

171.

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

172.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

173.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

174.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

175.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zltzlt's solution](#)

176.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy,

math

[zltzlt's solution](#)

177.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

178.

1941A

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

Quality: 47,695 global accepts · Rating: 800 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

179.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[zltzlt's solution](#)

180.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

181.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

182.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

183.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

184.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[zltzlt's solution](#)

185.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

186.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zltzlt's solution](#)

187.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

188.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

189.

1926A

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

Quality: 62,193 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

190.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[zltzlt's solution](#)

191.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,895 global accepts · Rating: 800 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[zltzlt's solution](#)

192.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zltzlt's solution](#)

193.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

194.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[zltzlt's solution](#)

195.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zltzlt's solution](#)

196.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

197.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2024-01-21 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

198.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

199.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2021-12-31 · last AC: 2024-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

200.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

201.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[zltzlt's solution](#)

202.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
[zltzlt's solution](#)

203.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[zltzlt's solution](#)

204.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

205.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

206.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2022-11-27 · last AC: 2024-01-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

207.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

208.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[zltzlt's solution](#)

209.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

210.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

211.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[zltzlt's solution](#)

212.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

213.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zltzlt's solution](#)

214.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

215.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[zltzlt's solution](#)

216.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

217.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

218.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[zltzlt's solution](#)

219.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[zltzlt's solution](#)

220.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

221.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

222.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,942 global accepts · Rating: 800 · first AC: 2021-12-17 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

223.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

224.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

225.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

226.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, math

[zltzlt's solution](#)

227.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

228.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

229.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,756 global accepts · Rating: 800 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

230.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,622 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zltzlt's solution](#)

231.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,299 global accepts · Rating: 800 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

232.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,090 global accepts · Rating: 800 · first AC: 2023-11-27 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zltzlt's solution](#)

233.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,327 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[zltzlt's solution](#)

234.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

235.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zltzlt's solution](#)

236.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, math

[zltzlt's solution](#)

237.

1899A

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

Quality: 92,744 global accepts · Rating: 800 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[zltzlt's solution](#)

238.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-14 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

239.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-14 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

240.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-05-01 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[zltzlt's solution](#)

241.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-14 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

242.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

243.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

244.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[zltzlt's solution](#)

245.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[zltzlt's solution](#)

246.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[zltzlt's solution](#)

247.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

248.

1881A

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

Quality: 59,314 global accepts · Rating: 800 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[zltzlt's solution](#)

249.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

250.

1878A

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

Quality: 78,666 global accepts · Rating: 800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

251.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

252.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

253.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[zltzlt's solution](#)

254.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

255.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

256.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

257.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

258.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

259.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[zltzlt's solution](#)

260.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

261.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

262.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

263.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

264.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[zltzlt's solution](#)

265.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

266.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-13 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

267.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[zltzlt's solution](#)

268.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

269.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

270.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

271.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

272.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

273.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

274.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

275.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

276.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[zltzlt's solution](#)

277.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

278.

1831A

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

Quality: 46,299 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

279.

1845A

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

Quality: 47,346 global accepts · Rating: 800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[zltzlt's solution](#)

280.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

281.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[zltzlt's solution](#)

282.

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[zltzlt's solution](#)

283.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[zltzlt's solution](#)

284.

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[zltzlt's solution](#)

285.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

286.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

287.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[zltzlt's solution](#)

288.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[zltzlt's solution](#)

289.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

290.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers
[zltzlt's solution](#)

291.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

292.

1837A

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

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

293.

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

294.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[zltzlt's solution](#)

295.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

296.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

297.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

298.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

299.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

300.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,449 global accepts · Rating: 800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

301.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

302.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[zltzlt's solution](#)

303.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,029 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

304.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

305.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zltzlt's solution](#)

306.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

307.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,927 global accepts · Rating: 800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[zltzlt's solution](#)

308.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

309.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zltzlt's solution](#)

310.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[zltzlt's solution](#)

311.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

312.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory
[zltzlt's solution](#)

313.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[zltzlt's solution](#)

314.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[zltzlt's solution](#)

315.

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

316.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-24 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[zltzlt's solution](#)

317.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

318.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-17 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zltzlt's solution](#)

319.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

320.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,990 global accepts · Rating: 800 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zltzlt's solution](#)

321.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

322.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

323.

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[zltzlt's solution](#)

324.

1791C

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

Quality: 74,160 global accepts · Rating: 800 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[zltzlt's solution](#)

325.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[zltzlt's solution](#)

326.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

327.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

328.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

329.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

330.

1777A

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

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

331.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

332.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[zltzlt's solution](#)

333.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[zltzlt's solution](#)

334.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

335.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

336.

1783A

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

Quality: 48,716 global accepts · Rating: 800 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[zltzlt's solution](#)

337.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

338.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[zltzlt's solution](#)

339.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

340.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[zltzlt's solution](#)

341.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

342.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

343.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

344.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[zltzlt's solution](#)

345.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

346.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

347.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

348.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zltzlt's solution](#)

349.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

350.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

351.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zltzlt's solution](#)

352.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

353.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

354.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

355.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

356.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,009 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

357.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

358.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[zltzlt's solution](#)

359.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

360.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

361.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

362.

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 800 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

363.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

364.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

365.

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zltzlt's solution](#)

366.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

367.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

368.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

369.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

370.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,457 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

371.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

372.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

373.

1741A

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

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

374.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

375.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

376.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

377.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

378.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[zltzlt's solution](#)

379.

1740A

[Factorise N+M](#) · [Tutorial](#)

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380.

1754B

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381.

1754A

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Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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382.

1746B

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383.

1746A

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Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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384.

1742B

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385.

1742A

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386.

1738A

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387.

1734B

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388.

1734A

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389.

1717A

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390.

1722C

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391.

1722B

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392.

1722A

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[zltzlt's solution](#)

393.

1721A

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394.

1708A

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395.

1450A

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396.

1715A

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Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

397.

1719B

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398.

1719A

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399.

1720B

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[zltzlt's solution](#)

400.

1712B

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Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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401.

1712A

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402.

1713A

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

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403.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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404.

1716A

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405.

1714C

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406.

1714B

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1704A

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408.

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

409.

1709A

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[zltzlt's solution](#)

410.

1706A

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1705A

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[zltzlt's solution](#)

412.

1703C

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1703B

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414.

1703A

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415.

1699A

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416.

1701B

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417.

262A

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418.

1702B

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1702A

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[zltzlt's solution](#)

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181A

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[zltzlt's solution](#)

421.

1694A

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Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

422.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: games
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423.

1698B

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424.

1698A

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425.

448A

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426.

1696A

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427.

1173A

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428.

1697A

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429.

1700A

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430.

1692C

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[zltzlt's solution](#)

431.

1692B

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432.

1692A

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433.

1689A

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434.

1690C

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435.

1690B

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436.

1690A

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437.

1688B

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438.

1688A

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439.

1691A

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440.

265A

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441.

1686B

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442.

1686A

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443.

1681B

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444.

1681A

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445.

1682A

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446.

1684B

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447.

1684A

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448.

1670A

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449.

1680B

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450.

1680A

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451.

1678B1

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452.

1678A

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453.

1675A

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454.

1676C

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455.

1676B

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456.

1676A

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457.

1673A

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458.

1674B

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459.

1674A

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460.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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461.

1438A

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462.

1426A

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Quality: 54,958 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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463.

1672B

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464.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math
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465.

1671A

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466.

1669A

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467.

1669B

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Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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468.

1669C

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Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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469.

1668A

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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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470.

1650A

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Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-11 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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471.

71A

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[zltzlt's solution](#)

472.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[zltzlt's solution](#)

473.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zltzlt's solution](#)

474.

1391A

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Quality: 25,062 global accepts · Rating: 800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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475.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

476.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

477.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

478.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[zltzlt's solution](#)

479.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zltzlt's solution](#)

480.

1566A

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Quality: 25,373 global accepts · Rating: 800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

481.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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482.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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483.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
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484.

1409A

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

Quality: 80,420 global accepts · Rating: 800 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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485.

1353B

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Quality: 58,123 global accepts · Rating: 800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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486.

1353A

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Quality: 44,586 global accepts · Rating: 800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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487.

1411A

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488.

1436A

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Quality: 23,548 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

489.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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490.

1433A

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Quality: 62,646 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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491.

1661A

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Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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492.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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493.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[zltzlt's solution](#)

494.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[zltzlt's solution](#)

495.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[zltzlt's solution](#)

496.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

497.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,493 global accepts · Rating: 800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

498.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

499.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

500.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

501.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[zltzlt's solution](#)

502.

9A

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Quality: 69,670 global accepts · Rating: 800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[zltzlt's solution](#)

503.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[zltzlt's solution](#)

504.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[zltzlt's solution](#)

505.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[zltzlt's solution](#)

506.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

507.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

508.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: strings
[zltzlt's solution](#)

509.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[zltzlt's solution](#)

510.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

511.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[zltzlt's solution](#)

512.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

513.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

514.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

515.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

516.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[zltzlt's solution](#)

517.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

518.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[zltzlt's solution](#)

519.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[zltzlt's solution](#)

520.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

521.

785A

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

Quality: 110,949 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

522.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

523.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[zltzlt's solution](#)

524.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

525.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[zltzlt's solution](#)

526.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[zltzlt's solution](#)

527.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

528.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

529.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[zltzlt's solution](#)

530.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

531.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

532.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

533.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zltzlt's solution](#)

534.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[zltzlt's solution](#)

535.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2022-02-07 · last AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

536.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

537.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

538.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

539.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

540.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

541.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

542.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

543.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

544.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

545.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

546.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

547.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[zltzlt's solution](#)

548.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

549.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[zltzlt's solution](#)

550.

59A

[Word](#) · [Tutorial](#)

Quality: 227,914 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

551.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

552.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

553.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[zltzlt's solution](#)

554.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-22 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[zltzlt's solution](#)

555.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

556.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

557.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

558.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,525 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

559.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

560.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

561.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

562.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

563.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

564.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

565.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

566.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

567.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

568.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

569.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[zltzlt's solution](#)

570.

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

571.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

572.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

573.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

574.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

575.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,820 global accepts · Rating: 800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

576.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[zltzlt's solution](#)

577.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

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578.

1598A

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Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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579.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

580.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

581.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

582.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[zltzlt's solution](#)

583.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

584.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zltzlt's solution](#)

585.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

586.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

587.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

588.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[zltzlt's solution](#)

589.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

590.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[zltzlt's solution](#)

591.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

592.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

593.

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

594.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

595.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

596.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

597.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

598.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

599.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[zltzlt's solution](#)

600.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[zltzlt's solution](#)

601.

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

602.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zltzlt's solution](#)

603.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

604.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[zltzlt's solution](#)

605.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

606.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

607.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

608.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

609.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

610.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

611.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

612.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

613.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

614.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

615.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

616.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

617.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

618.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[zltzlt's solution](#)

619.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

620.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

621.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

622.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

623.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zltzlt's solution](#)

624.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

625.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

626.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

627.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

628.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

629.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

630.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

631.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

632.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2021-08-21 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

633.

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

634.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

635.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

636.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

637.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

638.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: math
[zltzlt's solution](#)

639.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[zltzlt's solution](#)

640.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[zltzlt's solution](#)

641.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: math, number theory

[zltzlt's solution](#)

642.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: greedy

[zltzlt's solution](#)

643.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,377 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

644.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[zltzlt's solution](#)

645.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

646.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,116 global accepts · Rating: 900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[zltzlt's solution](#)

647.

2140B

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

Quality: 22,132 global accepts · Rating: 900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

648.

2136B

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Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zltzlt's solution](#)

649.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

650.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[zltzlt's solution](#)

651.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[zltzlt's solution](#)

652.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

653.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

654.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[zltzlt's solution](#)

655.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

656.

2062B

[Clockwork](#) · [Tutorial](#)

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

[zltzlt's solution](#)

657.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[zltzlt's solution](#)

658.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

659.

2048B

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

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

[zltzlt's solution](#)

660.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[zltzlt's solution](#)

661.

2031B

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

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

662.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

663.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

664.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[zltzlt's solution](#)

665.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zltzlt's solution](#)

666.

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-15 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[zltzlt's solution](#)

667.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,482 global accepts · Rating: 900 · first AC: 2021-10-29 · last AC: 2024-09-01 · C++14 (GCC 6-32) (first AC) · Tags: strings
[zltzlt's solution](#)

668.

1988A

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

Quality: 26,996 global accepts · Rating: 900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[zltzlt's solution](#)

669.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

670.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2024-05-18 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

671.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-18 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[zltzlt's solution](#)

672.

1971C

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

Quality: 41,576 global accepts · Rating: 900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

673.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: games

[zltzlt's solution](#)

674.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

675.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

676.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

677.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

678.

556A

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

Quality: 46,388 global accepts · Rating: 900 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

679.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

680.

1941C

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

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[zltzlt's solution](#)

681.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

682.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math

[zltzlt's solution](#)

683.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

684.

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[zltzlt's solution](#)

685.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[zltzlt's solution](#)

686.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2022-02-06 · last AC: 2024-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

687.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

688.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

689.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

690.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-11-10 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

691.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

692.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

693.

1900B

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

Quality: 20,470 global accepts · Rating: 900 · first AC: 2023-11-27 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

694.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[zltzlt's solution](#)

695.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,681 global accepts · Rating: 900 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

696.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

697.

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[zltzlt's solution](#)

698.

1878C

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

Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

699.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

700.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

701.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

702.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

703.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zltzlt's solution](#)

704.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[zltzlt's solution](#)

705.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[zltzlt's solution](#)

706.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

707.

1833B

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

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

708.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

709.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

710.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[zltzlt's solution](#)

711.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[zltzlt's solution](#)

712.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

713.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

714.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: games

[zltzlt's solution](#)

715.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

716.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zltzlt's solution](#)

717.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zltzlt's solution](#)

718.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

719.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

720.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

721.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

722.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

723.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

724.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

725.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

726.

1771A

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

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[zltzlt's solution](#)

727.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

728.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

729.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

730.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

731.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

732.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

733.

1709B

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

Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
[zltzlt's solution](#)

734.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[zltzlt's solution](#)

735.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[zltzlt's solution](#)

736.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

737.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

738.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

739.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[zltzlt's solution](#)

740.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

741.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

742.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

743.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

744.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

745.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[zltzlt's solution](#)

746.

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zltzlt's solution](#)

747.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[zltzlt's solution](#)

748.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

749.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

750.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

751.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

752.

1005B

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

Quality: 27,386 global accepts · Rating: 900 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zltzlt's solution](#)

753.

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[zltzlt's solution](#)

754.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

755.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

756.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,994 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

757.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

758.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

759.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zltzlt's solution](#)

760.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

761.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

762.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

763.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

764.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

765.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

766.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

767.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

768.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

769.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[zltzlt's solution](#)

770.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zltzlt's solution](#)

771.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[zltzlt's solution](#)

772.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

773.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[zltzlt's solution](#)

774.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zltzlt's solution](#)

775.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[zltzlt's solution](#)

776.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

777.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

778.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

779.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

780.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

781.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,830 global accepts · Rating: 900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[zltzlt's solution](#)

782.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

783.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[zltzlt's solution](#)

784.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,136 global accepts · Rating: 900 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

785.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

786.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

787.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

788.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

789.

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

790.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[zltzlt's solution](#)

791.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

792.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

793.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

794.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[zltzlt's solution](#)

795.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

796.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

797.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

798.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

799.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

800.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

801.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

802.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy
[zltzlt's solution](#)

803.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

804.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

805.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

806.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[zltzlt's solution](#)

807.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

808.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[zltzlt's solution](#)

809.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, math
[zltzlt's solution](#)

810.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

811.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

812.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,548 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

813.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[zltzlt's solution](#)

814.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

815.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

816.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[zltzlt's solution](#)

817.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

818.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[zltzlt's solution](#)

819.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zltzlt's solution](#)

820.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zltzlt's solution](#)

821.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

822.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

823.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

824.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zltzlt's solution](#)

825.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

826.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

827.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

828.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

829.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[zltzlt's solution](#)

830.

2039B

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

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

[zltzlt's solution](#)

831.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

832.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

833.

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

834.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-31 · last AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

835.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

836.

2002B

[Removals Game](#) · [Tutorial](#)

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

837.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[zltzlt's solution](#)

838.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[zltzlt's solution](#)

839.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[zltzlt's solution](#)

840.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

841.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[zltzlt's solution](#)

842.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,029 global accepts · Rating: 1000 · first AC: 2022-06-07 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[zltzlt's solution](#)

843.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-16 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

844.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[zltzlt's solution](#)

845.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy,

math

[zltzlt's solution](#)

846.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

847.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[zltzlt's solution](#)

848.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

849.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

850.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[zltzlt's solution](#)

851.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[zltzlt's solution](#)

852.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[zltzlt's solution](#)

853.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

854.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zltzlt's solution](#)

855.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zltzlt's solution](#)

856.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

857.

1266A

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

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[zltzlt's solution](#)

858.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

859.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

860.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2022-01-18 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

861.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

862.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

863.

1907B

[YetanotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[zltzlt's solution](#)

864.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[zltzlt's solution](#)

865.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

866.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

867.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

868.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

869.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

870.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

871.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-13 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zltzlt's solution](#)

872.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

873.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,372 global accepts · Rating: 1000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

874.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

875.

1474B

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

Quality: 40,328 global accepts · Rating: 1000 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

876.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[zltzlt's solution](#)

877.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

878.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

879.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

880.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

881.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

882.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

883.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

884.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

885.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,571 global accepts · Rating: 1000 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[zltzlt's solution](#)

886.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

887.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[zltzlt's solution](#)

888.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

889.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

890.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

891.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[zltzlt's solution](#)

892.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

893.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-17 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

894.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

895.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zltzlt's solution](#)

896.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zltzlt's solution](#)

897.

1784A

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

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

898.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

899.

1769B1

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Quality: 1,602 global accepts · Rating: 1000 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation, math

[zltzlt's solution](#)

900.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zltzlt's solution](#)

901.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zltzlt's solution](#)

902.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[zltzlt's solution](#)

903.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

904.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

greedy

[zltzlt's solution](#)

905.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

906.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

907.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

908.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

909.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

910.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

911.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[zltzlt's solution](#)

912.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

913.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

914.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 1000 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zltzlt's solution](#)

915.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[zltzlt's solution](#)

916.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

917.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

918.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[zltzlt's solution](#)

919.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

920.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

921.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[zltzlt's solution](#)

922.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory
[zltzlt's solution](#)

923.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

924.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

925.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

926.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[zltzlt's solution](#)

927.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

928.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

929.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings
[zltzlt's solution](#)

930.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[zltzlt's solution](#)

931.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[zltzlt's solution](#)

932.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

933.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[zltzlt's solution](#)

934.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[zltzlt's solution](#)

935.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

936.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[zltzlt's solution](#)

937.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

938.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[zltzlt's solution](#)

939.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

940.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

941.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

942.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zltzlt's solution](#)

943.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

944.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

945.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

946.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

947.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[zltzlt's solution](#)

948.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

949.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

950.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

951.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

952.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zltzlt's solution](#)

953.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

954.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[zltzlt's solution](#)

955.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

956.

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[zltzlt's solution](#)

957.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

958.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[zltzlt's solution](#)

959.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

960.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

961.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

962.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

963.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

964.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

965.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

966.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

967.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

968.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

969.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

970.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

971.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

972.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

973.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

974.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[zltzlt's solution](#)

975.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[zltzlt's solution](#)

976.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

977.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

978.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

979.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

980.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[zltzlt's solution](#)

981.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: implementation
[zltzlt's solution](#)

982.

2218D

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

Quality: 18,404 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zltzlt's solution](#)

983.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[zltzlt's solution](#)

984.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

985.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

986.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[zltzlt's solution](#)

987.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zltzlt's solution](#)

988.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

989.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zltzlt's solution](#)

990.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[zltzlt's solution](#)

991.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

992.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

993.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,117 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

994.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

995.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

996.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[zltzlt's solution](#)

997.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[zltzlt's solution](#)

998.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[zltzlt's solution](#)

999.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[zltzlt's solution](#)

1000.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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

1001.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

1002.

2086B

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

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

1003.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[zltzlt's solution](#)

1004.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[zltzlt's solution](#)

1005.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[zltzlt's solution](#)

1006.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

1007.

2063B

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

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

structures, greedy, sortings

[zltzlt's solution](#)

1008.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zltzlt's solution](#)

1009.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

1010.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1011.

2029B

[Replacement](#) · [Tutorial](#)

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

[zltzlt's solution](#)

1012.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

1013.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1014.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

1015.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

1016.

2036C

[Anya and 1100](#) · [Tutorial](#)

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

[zltzlt's solution](#)

1017.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[zltzlt's solution](#)

1018.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1019.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

1020.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2024-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

1021.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[zltzlt's solution](#)

1022.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[zltzlt's solution](#)

1023.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[zltzlt's solution](#)

1024.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[zltzlt's solution](#)

1025.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zltzlt's solution](#)

1026.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[zltzlt's solution](#)

1027.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[zltzlt's solution](#)

1028.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1029.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-23 · last AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[zltzlt's solution](#)

1030.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1031.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zltzlt's solution](#)

1032.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[zltzlt's solution](#)

1033.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[zltzlt's solution](#)

1034.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1035.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[zltzlt's solution](#)

1036.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

1037.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

1038.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

1039.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2022-04-16 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1040.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[zltzlt's solution](#)

1041.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[zltzlt's solution](#)

1042.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[zltzlt's solution](#)

1043.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[zltzlt's solution](#)

1044.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[zltzlt's solution](#)

1045.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

1046.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[zltzlt's solution](#)

1047.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1048.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

1049.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[zltzlt's solution](#)

1050.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

1051.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[zltzlt's solution](#)

1052.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[zltzlt's solution](#)

1053.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1054.

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[zltzlt's solution](#)

1055.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[zltzlt's solution](#)

1056.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1057.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2021-10-31 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

1058.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2022-03-18 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1059.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-04-14 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[zltzlt's solution](#)

1060.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[zltzlt's solution](#)

1061.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[zltzlt's solution](#)

1062.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[zltzlt's solution](#)

1063.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[zltzlt's solution](#)

1064.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1065.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1066.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, sortings, strings

[zltzlt's solution](#)

1067.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[zltzlt's solution](#)

1068.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1069.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[zltzlt's solution](#)

1070.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

1071.

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

1072.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1073.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1074.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[zltzlt's solution](#)

1075.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1076.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[zltzlt's solution](#)

1077.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[zltzlt's solution](#)

1078.

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1079.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

1080.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[zltzlt's solution](#)

1081.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zltzlt's solution](#)

1082.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1083.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1084.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

1085.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[zltzlt's solution](#)

1086.

1791E

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

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

1087.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zltzlt's solution](#)

1088.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

1089.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1090.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1091.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1092.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[zltzlt's solution](#)

1093.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1094.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[zltzlt's solution](#)

1095.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1096.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zltzlt's solution](#)

1097.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[zltzlt's solution](#)

1098.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[zltzlt's solution](#)

1099.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1100.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1101.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[zltzlt's solution](#)

1102.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[zltzlt's solution](#)

1103.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1104.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1105.

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-08-05 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1106.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1107.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

1108.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[zltzlt's solution](#)

1109.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

1110.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1111.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1112.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[zltzlt's solution](#)

1113.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1114.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1115.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

1116.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1117.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,070 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

1118.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zltzlt's solution](#)

1119.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[zltzlt's solution](#)

1120.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[zltzlt's solution](#)

1121.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

1122.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1123.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,618 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zltzlt's solution](#)

1124.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1125.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1126.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

1127.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1128.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

1129.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings
[zltzlt's solution](#)

1130.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[zltzlt's solution](#)

1131.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

1132.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[zltzlt's solution](#)

1133.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2022-03-21 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

1134.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[zltzlt's solution](#)

1135.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[zltzlt's solution](#)

1136.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zltzlt's solution](#)

1137.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[zltzlt's solution](#)

1138.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1139.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1140.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[zltzlt's solution](#)

1141.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1142.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1143.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-01-27 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

1144.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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1145.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1146.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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1147.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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1148.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
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1149.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[zltzlt's solution](#)

1150.

1625B

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Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[zltzlt's solution](#)

1151.

1263A

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Quality: 17,226 global accepts · Rating: 1100 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1152.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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1153.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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1154.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —
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1155.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

1156.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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1157.

633A

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Quality: 14,693 global accepts · Rating: 1100 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

1158.

1335C

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Quality: 38,966 global accepts · Rating: 1100 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
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1159.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1160.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[zltzlt's solution](#)

1161.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[zltzlt's solution](#)

1162.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zltzlt's solution](#)

1163.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

1164.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,194 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[zltzlt's solution](#)

1165.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[zltzlt's solution](#)

1166.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1167.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

1168.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1169.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1170.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

1171.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1172.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1173.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zltzlt's solution](#)

1174.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1175.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1176.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1177.

2218E

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

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[zltzlt's solution](#)

1178.

2202B

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

Quality: 11,143 global accepts · Rating: 1200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[zltzlt's solution](#)

1179.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[zltzlt's solution](#)

1180.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[zltzlt's solution](#)

1181.

2174A

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

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[zltzlt's solution](#)

1182.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[zltzlt's solution](#)

1183.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1184.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[zltzlt's solution](#)

1185.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[zltzlt's solution](#)

1186.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

1187.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[zltzlt's solution](#)

1188.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1189.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1190.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

1191.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[zltzlt's solution](#)

1192.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

1193.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zltzlt's solution](#)

1194.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

1195.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[zltzlt's solution](#)

1196.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zltzlt's solution](#)

1197.

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1198.

2085B

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

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1199.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1200.

2062C

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

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

1201.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[zltzlt's solution](#)

1202.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[zltzlt's solution](#)

1203.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[zltzlt's solution](#)

1204.

2048C

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

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

1205.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1206.

2039C1

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

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

1207.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1208.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2021-09-20 · last AC: 2024-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1209.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1210.

2021B

[Maximize Mex](#) · [Tutorial](#)

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

[zltzlt's solution](#)

1211.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[zltzlt's solution](#)

1212.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · last AC: 2024-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[zltzlt's solution](#)

1213.

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[zltzlt's solution](#)

1214.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

1215.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[zltzlt's solution](#)

1216.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

1217.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[zltzlt's solution](#)

1218.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1219.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[zltzlt's solution](#)

1220.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zltzlt's solution](#)

1221.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1222.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[zltzlt's solution](#)

1223.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zltzlt's solution](#)

1224.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-09-22 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[zltzlt's solution](#)

1225.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[zltzlt's solution](#)

1226.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zltzlt's solution](#)

1227.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[zltzlt's solution](#)

1228.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-09 · last AC: 2024-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1229.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1230.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

1231.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

1232.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-06-29 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1233.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[zltzlt's solution](#)

1234.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,540 global accepts · Rating: 1200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[zltzlt's solution](#)

1235.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

1236.

1941D

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

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[zltzlt's solution](#)

1237.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[zltzlt's solution](#)

1238.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2021-08-18 · last AC: 2024-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1239.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[zltzlt's solution](#)

1240.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zltzlt's solution](#)

1241.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[zltzlt's solution](#)

1242.

1926C

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

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

1243.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,753 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zltzlt's solution](#)

1244.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zltzlt's solution](#)

1245.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1246.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zltzlt's solution](#)

1247.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

constructive algorithms, math, sortings

[zltzlt's solution](#)

1248.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zltzlt's solution](#)

1249.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1250.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zltzlt's solution](#)

1251.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zltzlt's solution](#)

1252.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1253.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zltzlt's solution](#)

1254.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1255.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zltzlt's solution](#)

1256.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[zltzlt's solution](#)

1257.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1258.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[zltzlt's solution](#)

1259.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

1260.

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1261.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[zltzlt's solution](#)

1262.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-13 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[zltzlt's solution](#)

1263.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1264.

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zltzlt's solution](#)

1265.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[zltzlt's solution](#)

1266.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zltzlt's solution](#)

1267.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[zltzlt's solution](#)

1268.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[zltzlt's solution](#)

1269.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1270.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1271.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1272.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zltzlt's solution](#)

1273.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[zltzlt's solution](#)

1274.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-24 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

1275.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zltzlt's solution](#)

1276.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[zltzlt's solution](#)

1277.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[zltzlt's solution](#)

1278.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1279.

1769C1

[A Good CD\\$C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, greedy
[zltzlt's solution](#)

1280.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[zltzlt's solution](#)

1281.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

1282.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

1283.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

1284.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 1200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math
[zltzlt's solution](#)

1285.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

1286.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[zltzlt's solution](#)

1287.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,620 global accepts · Rating: 1200 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

1288.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zltzlt's solution](#)

1289.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1290.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1291.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1292.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1293.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1294.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[zltzlt's solution](#)

1295.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[zltzlt's solution](#)

1296.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

1297.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1298.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zltzlt's solution](#)

1299.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[zltzlt's solution](#)

1300.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[zltzlt's solution](#)

1301.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[zltzlt's solution](#)

1302.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[zltzlt's solution](#)

1303.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zltzlt's solution](#)

1304.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[zltzlt's solution](#)

1305.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1306.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[zltzlt's solution](#)

1307.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

1308.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[zltzlt's solution](#)

1309.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zltzlt's solution](#)

1310.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1311.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1312.

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[zltzlt's solution](#)

1313.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[zltzlt's solution](#)

1314.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zltzlt's solution](#)

1315.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[zltzlt's solution](#)

1316.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

1317.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1318.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[zltzlt's solution](#)

1319.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[zltzlt's solution](#)

1320.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

1321.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[zltzlt's solution](#)

1322.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1323.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1324.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[zltzlt's solution](#)

1325.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1326.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[zltzlt's solution](#)

1327.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

1328.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[zltzlt's solution](#)

1329.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zltzlt's solution](#)

1330.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[zltzlt's solution](#)

1331.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1332.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1333.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1334.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[zltzlt's solution](#)

1335.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1336.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

1337.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1338.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings
[zltzlt's solution](#)

1339.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1340.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

1341.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[zltzlt's solution](#)

1342.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[zltzlt's solution](#)

1343.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

1344.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1345.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1346.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[zltzlt's solution](#)

1347.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1348.

1399C

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

Quality: 32,651 global accepts · Rating: 1200 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[zltzlt's solution](#)

1349.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[zltzlt's solution](#)

1350.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[zltzlt's solution](#)

1351.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[zltzlt's solution](#)

1352.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1353.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

1354.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,119 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[zltzlt's solution](#)

1355.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1356.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

1357.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

1358.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[zltzlt's solution](#)

1359.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[zltzlt's solution](#)

1360.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1361.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

1362.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

1363.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1364.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1365.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1366.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1367.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1368.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zltzlt's solution](#)

1369.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1370.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1371.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-08-21 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1372.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zltzlt's solution](#)

1373.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1374.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[zltzlt's solution](#)

1375.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[zltzlt's solution](#)

1376.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

1377.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1378.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

1379.

2145C

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

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[zltzlt's solution](#)

1380.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: games
[zltzlt's solution](#)

1381.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[zltzlt's solution](#)

1382.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[zltzlt's solution](#)

1383.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zltzlt's solution](#)

1384.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[zltzlt's solution](#)

1385.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[zltzlt's solution](#)

1386.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[zltzlt's solution](#)

1387.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zltzlt's solution](#)

1388.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[zltzlt's solution](#)

1389.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[zltzlt's solution](#)

1390.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1391.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[zltzlt's solution](#)

1392.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[zltzlt's solution](#)

1393.

2108B

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

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

[zltzlt's solution](#)

1394.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[zltzlt's solution](#)

1395.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1396.

2086C

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

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

[zltzlt's solution](#)

1397.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

1398.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

1399.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1400.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory
[zltzlt's solution](#)

1401.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[zltzlt's solution](#)

1402.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[zltzlt's solution](#)

1403.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[zltzlt's solution](#)

1404.

2031C

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

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

1405.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[zltzlt's solution](#)

1406.

2036D

[I Love 1543](#) · [Tutorial](#)

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

1407.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[zltzlt's solution](#)

1408.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zltzlt's solution](#)

1409.

2021C1

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

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

1410.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[zltzlt's solution](#)

1411.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

1412.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zltzlt's solution](#)

1413.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[zltzlt's solution](#)

1414.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

1415.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[zltzlt's solution](#)

1416.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

1417.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[zltzlt's solution](#)

1418.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-18 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[zltzlt's solution](#)

1419.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[zltzlt's solution](#)

1420.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

1421.

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1422.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

1423.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zltzlt's solution](#)

1424.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[zltzlt's solution](#)

1425.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

1426.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

1427.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[zltzlt's solution](#)

1428.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[zltzlt's solution](#)

1429.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

1430.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[zltzlt's solution](#)

1431.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

1432.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[zltzlt's solution](#)

1433.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

1434.

1927D

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

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[zltzlt's solution](#)

1435.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

1436.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[zltzlt's solution](#)

1437.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[zltzlt's solution](#)

1438.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

1439.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[zltzlt's solution](#)

1440.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[zltzlt's solution](#)

1441.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

1442.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

1443.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[zltzlt's solution](#)

1444.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1445.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

1446.

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[zltzlt's solution](#)

1447.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1448.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1449.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zltzlt's solution](#)

1450.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[zltzlt's solution](#)

1451.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1452.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[zltzlt's solution](#)

1453.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[zltzlt's solution](#)

1454.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[zltzlt's solution](#)

1455.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1456.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[zltzlt's solution](#)

1457.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zltzlt's solution](#)

1458.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[zltzlt's solution](#)

1459.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[zltzlt's solution](#)

1460.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[zltzlt's solution](#)

1461.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[zltzlt's solution](#)

1462.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1463.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

1464.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[zltzlt's solution](#)

1465.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[zltzlt's solution](#)

1466.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

1467.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[zltzlt's solution](#)

1468.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zltzlt's solution](#)

1469.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[zltzlt's solution](#)

1470.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1471.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1472.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[zltzlt's solution](#)

1473.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[zltzlt's solution](#)

1474.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[zltzlt's solution](#)

1475.

1769C2

[Aô>00:0 CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[zltzlt's solution](#)

1476.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[zltzlt's solution](#)

1477.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[zltzlt's solution](#)

1478.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[zltzlt's solution](#)

1479.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[zltzlt's solution](#)

1480.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zltzlt's solution](#)

1481.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[zltzlt's solution](#)

1482.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings
[zltzlt's solution](#)

1483.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[zltzlt's solution](#)

1484.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

1485.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

1486.

1741D

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

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[zltzlt's solution](#)

1487.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1488.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

1489.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1490.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1491.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

1492.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[zltzlt's solution](#)

1493.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[zltzlt's solution](#)

1494.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1495.

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zltzlt's solution](#)

1496.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1497.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zltzlt's solution](#)

1498.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

1499.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zltzlt's solution](#)

1500.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

1501.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[zltzlt's solution](#)

1502.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[zltzlt's solution](#)

1503.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zltzlt's solution](#)

1504.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[zltzlt's solution](#)

1505.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[zltzlt's solution](#)

1506.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[zltzlt's solution](#)

1507.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[zltzlt's solution](#)

1508.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

1509.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[zltzlt's solution](#)

1510.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1511.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

1512.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[zltzlt's solution](#)

1513.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

1514.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zltzlt's solution](#)

1515.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[zltzlt's solution](#)

1516.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

1517.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[zltzlt's solution](#)

1518.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1519.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1520.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[zltzlt's solution](#)

1521.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1522.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zltzlt's solution](#)

1523.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[zltzlt's solution](#)

1524.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[zltzlt's solution](#)

1525.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

1526.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[zltzlt's solution](#)

1527.

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[zltzlt's solution](#)

1528.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1529.

1650D

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

Quality: 14,696 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zltzlt's solution](#)

1530.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zltzlt's solution](#)

1531.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1532.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[zltzlt's solution](#)

1533.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1534.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zltzlt's solution](#)

1535.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[zltzlt's solution](#)

1536.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[zltzlt's solution](#)

1537.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[zltzlt's solution](#)

1538.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1539.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

1540.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1541.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zltzlt's solution](#)

1542.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[zltzlt's solution](#)

1543.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zltzlt's solution](#)

1544.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

1545.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

1546.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

1547.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[zltzlt's solution](#)

1548.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1549.

1591C

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

Rating: 1300 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1550.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[zltzlt's solution](#)

1551.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1300 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

1552.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

1553.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

1554.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1555.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zltzlt's solution](#)

1556.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[zltzlt's solution](#)

1557.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[zltzlt's solution](#)

1558.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[zltzlt's solution](#)

1559.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

1560.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[zltzlt's solution](#)

1561.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[zltzlt's solution](#)

1562.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[zltzlt's solution](#)

1563.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[zltzlt's solution](#)

1564.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[zltzlt's solution](#)

1565.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[zltzlt's solution](#)

1566.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[zltzlt's solution](#)

1567.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1568.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[zltzlt's solution](#)

1569.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1570.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[zltzlt's solution](#)

1571.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1572.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[zltzlt's solution](#)

1573.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1574.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[zltzlt's solution](#)

1575.

1008C

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

1576.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

1577.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[zltzlt's solution](#)

1578.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[zltzlt's solution](#)

1579.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1580.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[zltzlt's solution](#)

1581.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,163 global accepts · Rating: 1300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[zltzlt's solution](#)

1582.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[zltzlt's solution](#)

1583.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force

[zltzlt's solution](#)

1584.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[zltzlt's solution](#)

1585.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[zltzlt's solution](#)

1586.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zltzlt's solution](#)

1587.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1588.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zltzlt's solution](#)

1589.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

1590.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[zltzlt's solution](#)

1591.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[zltzlt's solution](#)

1592.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[zltzlt's solution](#)

1593.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1594.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[zltzlt's solution](#)

1595.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

1596.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[zltzlt's solution](#)

1597.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

1598.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[zltzlt's solution](#)

1599.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1600.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[zltzlt's solution](#)

1601.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation
[zltzlt's solution](#)

1602.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[zltzlt's solution](#)

1603.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zltzlt's solution](#)

1604.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[zltzlt's solution](#)

1605.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[zltzlt's solution](#)

1606.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[zltzlt's solution](#)

1607.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[zltzlt's solution](#)

1608.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zltzlt's solution](#)

1609.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[zltzlt's solution](#)

1610.

2055C

[The Trail](#) · [Tutorial](#)

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

1611.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1612.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[zltzlt's solution](#)

1613.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[zltzlt's solution](#)

1614.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[zltzlt's solution](#)

1615.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

1616.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[zltzlt's solution](#)

1617.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[zltzlt's solution](#)

1618.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[zltzlt's solution](#)

1619.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[zltzlt's solution](#)

1620.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zltzlt's solution](#)

1621.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[zltzlt's solution](#)

1622.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2024-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1623.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1624.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

1625.

2009E

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

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[zltzlt's solution](#)

1626.

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-10-28 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

1627.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-07 · last AC: 2024-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[zltzlt's solution](#)

1628.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[zltzlt's solution](#)

1629.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2022-04-16 · last AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

1630.

1967B1

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

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-05-04 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

1631.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-04 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[zltzlt's solution](#)

1632.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[zltzlt's solution](#)

1633.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zltzlt's solution](#)

1634.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

1635.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1636.

602B

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

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2021-12-20 · last AC: 2024-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[zltzlt's solution](#)

1637.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[zltzlt's solution](#)

1638.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1639.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[zltzlt's solution](#)

1640.

1931E

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

Quality: 25,728 global accepts · Rating: 1400 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games,

greedy, math, sortings

[zltzlt's solution](#)

1641.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[zltzlt's solution](#)

1642.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[zltzlt's solution](#)

1643.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1644.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1645.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

1646.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1647.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

1648.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[zltzlt's solution](#)

1649.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1400 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

1650.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[zltzlt's solution](#)

1651.

1914E2

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

Quality: 14,750 global accepts · Rating: 1400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

1652.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

1653.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

1654.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zltzlt's solution](#)

1655.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,543 global accepts · Rating: 1400 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[zltzlt's solution](#)

1656.

1907D

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

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

[zltzlt's solution](#)

1657.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1658.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1659.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zltzlt's solution](#)

1660.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

1661.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-14 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[zltzlt's solution](#)

1662.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zltzlt's solution](#)

1663.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[zltzlt's solution](#)

1664.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1665.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

1666.

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[zltzlt's solution](#)

1667.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

1668.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[zltzlt's solution](#)

1669.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1670.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1671.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[zltzlt's solution](#)

1672.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[zltzlt's solution](#)

1673.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1674.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[zltzlt's solution](#)

1675.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zltzlt's solution](#)

1676.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[zltzlt's solution](#)

1677.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[zltzlt's solution](#)

1678.

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

1679.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

1680.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1681.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zltzlt's solution](#)

1682.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[zltzlt's solution](#)

1683.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1684.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[zltzlt's solution](#)

1685.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

1686.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[zltzlt's solution](#)

1687.

1769B2

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

Quality: 952 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, brute force, math

[zltzlt's solution](#)

1688.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[zltzlt's solution](#)

1689.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1690.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

1691.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[zltzlt's solution](#)

1692.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[zltzlt's solution](#)

1693.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[zltzlt's solution](#)

1694.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1695.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[zltzlt's solution](#)

1696.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[zltzlt's solution](#)

1697.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[zltzlt's solution](#)

1698.

1365C

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

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

1699.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

1700.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

1701.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[zltzlt's solution](#)

1702.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1703.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

1704.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1705.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zltzlt's solution](#)

1706.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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1707.

1719C

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Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

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1708.

414B

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Quality: 29,181 global accepts · Rating: 1400 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
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1709.

1714E

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Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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1710.

1706C

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1711.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

1712.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings
[zltzlt's solution](#)

1713.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[zltzlt's solution](#)

1714.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
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1715.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zltzlt's solution](#)

1716.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[zltzlt's solution](#)

1717.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[zltzlt's solution](#)

1718.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1719.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[zltzlt's solution](#)

1720.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

1721.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[zltzlt's solution](#)

1722.

1682C

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Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

1723.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[zltzlt's solution](#)

1724.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[zltzlt's solution](#)

1725.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1726.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

1727.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

1728.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[zltzlt's solution](#)

1729.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[zltzlt's solution](#)

1730.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1731.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

1732.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[zltzlt's solution](#)

1733.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zltzlt's solution](#)

1734.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

1735.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-02-20 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[zltzlt's solution](#)

1736.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[zltzlt's solution](#)

1737.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[zltzlt's solution](#)

1738.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[zltzlt's solution](#)

1739.

1362C

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

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[zltzlt's solution](#)

1740.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[zltzlt's solution](#)

1741.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1742.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zltzlt's solution](#)

1743.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings
[zltzlt's solution](#)

1744.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[zltzlt's solution](#)

1745.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[zltzlt's solution](#)

1746.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[zltzlt's solution](#)

1747.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zltzlt's solution](#)

1748.

865A

[Save the problem!](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1749.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zltzlt's solution](#)

1750.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[zltzlt's solution](#)

1751.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[zltzlt's solution](#)

1752.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[zltzlt's solution](#)

1753.

1627C

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Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[zltzlt's solution](#)

1754.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

1755.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1756.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[zltzlt's solution](#)

1757.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[zltzlt's solution](#)

1758.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1759.

698A

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Quality: 37,942 global accepts · Rating: 1400 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

1760.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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1761.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[zltzlt's solution](#)

1762.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[zltzlt's solution](#)

1763.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu
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1764.

1605C

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Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings
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1765.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1766.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

1767.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zltzlt's solution](#)

1768.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu
[zltzlt's solution](#)

1769.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[zltzlt's solution](#)

1770.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1771.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[zltzlt's solution](#)

1772.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

1773.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zltzlt's solution](#)

1774.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[zltzlt's solution](#)

1775.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
[zltzlt's solution](#)

1776.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[zltzlt's solution](#)

1777.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1778.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

1779.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2021-08-21 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

1780.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1781.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zltzlt's solution](#)

1782.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[zltzlt's solution](#)

1783.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[zltzlt's solution](#)

1784.

2218F

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

Quality: 7,265 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[zltzlt's solution](#)

1785.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zltzlt's solution](#)

1786.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zltzlt's solution](#)

1787.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[zltzlt's solution](#)

1788.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zltzlt's solution](#)

1789.

2153C

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

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[zltzlt's solution](#)

1790.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[zltzlt's solution](#)

1791.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[zltzlt's solution](#)

1792.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zltzlt's solution](#)

1793.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[zltzlt's solution](#)

1794.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[zltzlt's solution](#)

1795.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[zltzlt's solution](#)

1796.

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[zltzlt's solution](#)

1797.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zltzlt's solution](#)

1798.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[zltzlt's solution](#)

1799.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[zltzlt's solution](#)

1800.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1801.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[zltzlt's solution](#)

1802.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zltzlt's solution](#)

1803.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[zltzlt's solution](#)

1804.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[zltzlt's solution](#)

1805.

2057C

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

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

[zltzlt's solution](#)

1806.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zltzlt's solution](#)

1807.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zltzlt's solution](#)

1808.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[zltzlt's solution](#)

1809.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[zltzlt's solution](#)

1810.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

1811.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs

[zltzlt's solution](#)

1812.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

1813.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-01-26 · last AC: 2024-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[zltzlt's solution](#)

1814.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[zltzlt's solution](#)

1815.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

1816.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

1817.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

1818.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[zltzlt's solution](#)

1819.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2021-11-06 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

1820.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2022-06-12 · last AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

1821.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[zltzlt's solution](#)

1822.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2024-04-12 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

1823.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation, sortings, two pointers

[zltzlt's solution](#)

1824.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation

[zltzlt's solution](#)

1825.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[zltzlt's solution](#)

1826.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1827.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2022-04-03 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[zltzlt's solution](#)

1828.

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[zltzlt's solution](#)

1829.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1830.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[zltzlt's solution](#)

1831.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

1832.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search
[zltzlt's solution](#)

1833.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math
[zltzlt's solution](#)

1834.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[zltzlt's solution](#)

1835.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zltzlt's solution](#)

1836.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zltzlt's solution](#)

1837.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[zltzlt's solution](#)

1838.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

math

[zltzlt's solution](#)

1839.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zltzlt's solution](#)

1840.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

1841.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[zltzlt's solution](#)

1842.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

1843.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1844.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

1845.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[zltzlt's solution](#)

1846.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

1847.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

1848.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[zltzlt's solution](#)

1849.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[zltzlt's solution](#)

1850.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

1851.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[zltzlt's solution](#)

1852.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1853.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[zltzlt's solution](#)

1854.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zltzlt's solution](#)

1855.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[zltzlt's solution](#)

1856.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[zltzlt's solution](#)

1857.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

1858.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[zltzlt's solution](#)

1859.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[zltzlt's solution](#)

1860.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zltzlt's solution](#)

1861.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

1862.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[zltzlt's solution](#)

1863.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

1864.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

1865.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

1866.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zltzlt's solution](#)

1867.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zltzlt's solution](#)

1868.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zltzlt's solution](#)

1869.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[zltzlt's solution](#)

1870.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[zltzlt's solution](#)

1871.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[zltzlt's solution](#)

1872.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

1873.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[zltzlt's solution](#)

1874.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[zltzlt's solution](#)

1875.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

1876.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

1877.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,788 global accepts · Rating: 1500 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[zltzlt's solution](#)

1878.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[zltzlt's solution](#)

1879.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[zltzlt's solution](#)

1880.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1881.

1744E1

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1882.

1379B

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1883.

1379A

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1884.

873B

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1885.

1195D1

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1886.

1732D1

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1887.

1753A2

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1888.

1742G

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1889.

1742F

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1890.

1738C

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1891.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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1892.

1722G

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Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zltzlt's solution](#)

1893.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1894.

1462E1

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Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

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1895.

1515D

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Quality: 12,821 global accepts · Rating: 1500 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

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1896.

437B

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Quality: 10,449 global accepts · Rating: 1500 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings

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1897.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[zltzlt's solution](#)

1898.

1675E

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Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[zltzlt's solution](#)

1899.

1313C1

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Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[zltzlt's solution](#)

1900.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[zltzlt's solution](#)

1901.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[zltzlt's solution](#)

1902.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[zltzlt's solution](#)

1903.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zltzlt's solution](#)

1904.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[zltzlt's solution](#)

1905.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[zltzlt's solution](#)

1906.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zltzlt's solution](#)

1907.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[zltzlt's solution](#)

1908.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[zltzlt's solution](#)

1909.

1536C

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Quality: 16,120 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

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1910.

1538F

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Quality: 22,215 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[zltzlt's solution](#)

1911.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1912.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

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1913.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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1914.

839C

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Quality: 20,096 global accepts · Rating: 1500 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[zltzlt's solution](#)

1915.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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1916.

1201B

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Quality: 25,467 global accepts · Rating: 1500 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1917.

1646C

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Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, math

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1918.

264B

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Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

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1919.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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1920.

48D

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Quality: 2,996 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1921.

1304C

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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[zltzlt's solution](#)

1922.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

1923.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

1924.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1925.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[zltzlt's solution](#)

1926.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

1927.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

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1928.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

1929.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1930.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[zltzlt's solution](#)

1931.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[zltzlt's solution](#)

1932.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

1933.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

1934.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

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1935.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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1936.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zltzlt's solution](#)

1937.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zltzlt's solution](#)

1938.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[zltzlt's solution](#)

1939.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1940.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[zltzlt's solution](#)

1941.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1942.

1326D1

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Quality: 13,294 global accepts · Rating: 1500 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[zltzlt's solution](#)

1943.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zltzlt's solution](#)

1944.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

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1945.

1611D

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1946.

1385D

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1947.

1399D

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1948.

1178D

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1949.

1614C

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[zltzlt's solution](#)

1950.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1951.

1101C

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Quality: 12,033 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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1952.

1102D

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Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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1953.

1105C

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Quality: 11,366 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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1954.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1955.

1133D

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Quality: 16,451 global accepts · Rating: 1500 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

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1956.

1136C

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Quality: 8,028 global accepts · Rating: 1500 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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1957.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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1958.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1959.

1141C

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Quality: 12,289 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

1960.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

1961.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

1962.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,655 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
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1963.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[zltzlt's solution](#)

1964.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings
[zltzlt's solution](#)

1965.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[zltzlt's solution](#)

1966.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
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1967.

1166C

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Quality: 11,033 global accepts · Rating: 1500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[zltzlt's solution](#)

1968.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

1969.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zltzlt's solution](#)

1970.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

1971.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[zltzlt's solution](#)

1972.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

1973.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[zltzlt's solution](#)

1974.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1975.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[zltzlt's solution](#)

1976.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

1977.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[zltzlt's solution](#)

1978.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[zltzlt's solution](#)

1979.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

1980.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

1981.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-08-21 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

1982.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zltzlt's solution](#)

1983.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[zltzlt's solution](#)

1984.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

1985.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[zltzlt's solution](#)

1986.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[zltzlt's solution](#)

1987.

2157D

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

Quality: 6,005 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

[zltzlt's solution](#)

1988.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zltzlt's solution](#)

1989.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zltzlt's solution](#)

1990.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

1991.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zltzlt's solution](#)

1992.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

1993.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

1994.

2084D

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

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

[zltzlt's solution](#)

1995.

2085C

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

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zltzlt's solution](#)

1996.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

1997.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

1998.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[zltzlt's solution](#)

1999.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[zltzlt's solution](#)

2000.

2063C

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

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

[zltzlt's solution](#)

2001.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[zltzlt's solution](#)

2002.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[zltzlt's solution](#)

2003.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zltzlt's solution](#)

2004.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[zltzlt's solution](#)

2005.

2048D

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

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

[zltzlt's solution](#)

2006.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[zltzlt's solution](#)

2007.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zltzlt's solution](#)

2008.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zltzlt's solution](#)

2009.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[zltzlt's solution](#)

2010.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[zltzlt's solution](#)

2011.

2036E

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

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

[zltzlt's solution](#)

2012.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[zltzlt's solution](#)

2013.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[zltzlt's solution](#)

2014.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-12 · last AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

2015.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[zltzlt's solution](#)

2016.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[zltzlt's solution](#)

2017.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[zltzlt's solution](#)

2018.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zltzlt's solution](#)

2019.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-02 · last AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

2020.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

2021.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[zltzlt's solution](#)

2022.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

2023.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zltzlt's solution](#)

2024.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

2025.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

2026.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

2027.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[zltzlt's solution](#)

2028.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2029.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[zltzlt's solution](#)

2030.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[zltzlt's solution](#)

2031.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2032.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[zltzlt's solution](#)

2033.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[zltzlt's solution](#)

2034.

1941E

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

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[zltzlt's solution](#)

2035.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1600 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[zltzlt's solution](#)

2036.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

2037.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zltzlt's solution](#)

2038.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

2039.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[zltzlt's solution](#)

2040.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math
[zltzlt's solution](#)

2041.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

2042.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[zltzlt's solution](#)

2043.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[zltzlt's solution](#)

2044.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[zltzlt's solution](#)

2045.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[zltzlt's solution](#)

2046.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,794 global accepts · Rating: 1600 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

combinatorics, number theory

[zltzlt's solution](#)

2047.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[zltzlt's solution](#)

2048.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[zltzlt's solution](#)

2049.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

2050.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

2051.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[zltzlt's solution](#)

2052.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

2053.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[zltzlt's solution](#)

2054.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[zltzlt's solution](#)

2055.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[zltzlt's solution](#)

2056.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

2057.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[zltzlt's solution](#)

2058.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[zltzlt's solution](#)

2059.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[zltzlt's solution](#)

2060.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[zltzlt's solution](#)

2061.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[zltzlt's solution](#)

2062.

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[zltzlt's solution](#)

2063.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math
[zltzlt's solution](#)

2064.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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2065.

1797C

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Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, interactive

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2066.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

2067.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[zltzlt's solution](#)

2068.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

2069.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

2070.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-17 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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2071.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

2072.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[zltzlt's solution](#)

2073.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

2074.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

2075.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zltzlt's solution](#)

2076.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zltzlt's solution](#)

2077.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zltzlt's solution](#)

2078.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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2079.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

2080.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

2081.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[zltzlt's solution](#)

2082.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zltzlt's solution](#)

2083.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2084.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

2085.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[zltzlt's solution](#)

2086.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2087.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

2088.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

2089.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

2090.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

2091.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zltzlt's solution](#)

2092.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zltzlt's solution](#)

2093.

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2094.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2095.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[zltzlt's solution](#)

2096.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[zltzlt's solution](#)

2097.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation
[zltzlt's solution](#)

2098.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

2099.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

2100.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[zltzlt's solution](#)

2101.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[zltzlt's solution](#)

2102.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

2103.

1703G

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

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[zltzlt's solution](#)

2104.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[zltzlt's solution](#)

2105.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, interactive

[zltzlt's solution](#)

2106.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,776 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[zltzlt's solution](#)

2107.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

2108.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

2109.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

2110.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[zltzlt's solution](#)

2111.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[zltzlt's solution](#)

2112.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[zltzlt's solution](#)

2113.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[zltzlt's solution](#)

2114.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[zltzlt's solution](#)

2115.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[zltzlt's solution](#)

2116.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zltzlt's solution](#)

2117.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[zltzlt's solution](#)

2118.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

2119.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

2120.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

2121.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zltzlt's solution](#)

2122.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

2123.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[zltzlt's solution](#)

2124.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[zltzlt's solution](#)

2125.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2126.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zltzlt's solution](#)

2127.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zltzlt's solution](#)

2128.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[zltzlt's solution](#)

2129.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

2130.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[zltzlt's solution](#)

2131.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[zltzlt's solution](#)

2132.

1336A

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

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zltzlt's solution](#)

2133.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[zltzlt's solution](#)

2134.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[zltzlt's solution](#)

2135.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zltzlt's solution](#)

2136.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

2137.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

2138.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[zltzlt's solution](#)

2139.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

2140.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[zltzlt's solution](#)

2141.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[zltzlt's solution](#)

2142.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

2143.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[zltzlt's solution](#)

2144.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[zltzlt's solution](#)

2145.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[zltzlt's solution](#)

2146.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[zltzlt's solution](#)

2147.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[zltzlt's solution](#)

2148.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zltzlt's solution](#)

2149.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

2150.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

2151.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[zltzlt's solution](#)

2152.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

2153.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[zltzlt's solution](#)

2154.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zltzlt's solution](#)

2155.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

2156.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory, two pointers

[zltzlt's solution](#)

2157.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[zltzlt's solution](#)

2158.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[zltzlt's solution](#)

2159.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

2160.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2161.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[zltzlt's solution](#)

2162.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zltzlt's solution](#)

2163.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

2164.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2165.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

2166.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[zltzlt's solution](#)

2167.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zltzlt's solution](#)

2168.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: trees

[zltzlt's solution](#)

2169.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

2170.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[zltzlt's solution](#)

2171.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[zltzlt's solution](#)

2172.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[zltzlt's solution](#)

2173.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[zltzlt's solution](#)

2174.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

2175.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[zltzlt's solution](#)

2176.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

2177.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zltzlt's solution](#)

2178.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[zltzlt's solution](#)

2179.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[zltzlt's solution](#)

2180.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

2181.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[zltzlt's solution](#)

2182.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

2183.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

2184.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2185.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zltzlt's solution](#)

2186.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, dp

[zltzlt's solution](#)

2187.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[zltzlt's solution](#)

2188.

2201B

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

Quality: 4,952 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

2189.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

2190.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

2191.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[zltzlt's solution](#)

2192.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

2193.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[zltzlt's solution](#)

2194.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[zltzlt's solution](#)

2195.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[zltzlt's solution](#)

2196.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[zltzlt's solution](#)

2197.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[zltzlt's solution](#)

2198.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[zltzlt's solution](#)

2199.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[zltzlt's solution](#)

2200.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[zltzlt's solution](#)

2201.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[zltzlt's solution](#)

2202.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[zltzlt's solution](#)

2203.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

2204.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[zltzlt's solution](#)

2205.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[zltzlt's solution](#)

2206.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[zltzlt's solution](#)

2207.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[zltzlt's solution](#)

2208.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[zltzlt's solution](#)

2209.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[zltzlt's solution](#)

2210.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

2211.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zltzlt's solution](#)

2212.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zltzlt's solution](#)

2213.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zltzlt's solution](#)

2214.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

2215.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[zltzlt's solution](#)

2216.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[zltzlt's solution](#)

2217.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[zltzlt's solution](#)

2218.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zltzlt's solution](#)

2219.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[zltzlt's solution](#)

2220.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zltzlt's solution](#)

2221.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[zltzlt's solution](#)

2222.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

2223.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[zltzlt's solution](#)

2224.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-01-13 · last AC: 2024-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[zltzlt's solution](#)

2225.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zltzlt's solution](#)

2226.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2021-08-23 · last AC: 2024-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

2227.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[zltzlt's solution](#)

2228.

2006A

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

Quality: 9,368 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

[zltzlt's solution](#)

2229.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[zltzlt's solution](#)

2230.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[zltzlt's solution](#)

2231.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zltzlt's solution](#)

2232.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[zltzlt's solution](#)

2233.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[zltzlt's solution](#)

2234.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2022-02-20 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[zltzlt's solution](#)

2235.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[zltzlt's solution](#)

2236.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[zltzlt's solution](#)

2237.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[zltzlt's solution](#)

2238.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

2239.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

2240.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-18 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[zltzlt's solution](#)

2241.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[zltzlt's solution](#)

2242.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zltzlt's solution](#)

2243.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[zltzlt's solution](#)

2244.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[zltzlt's solution](#)

2245.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[zltzlt's solution](#)

2246.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

graphs, shortest paths

[zltzlt's solution](#)

2247.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[zltzlt's solution](#)

2248.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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2249.

1934C

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Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

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2250.

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

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2251.

900C

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Quality: 5,006 global accepts · Rating: 1700 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

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2252.

1931F

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Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

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2253.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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2254.

1672D

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2255.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

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2256.

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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2257.

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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2258.

1903D1

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Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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2259.

1901D

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Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

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2260.

1896D

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Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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2261.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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2262.

471C

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Quality: 3,744 global accepts · Rating: 1700 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

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2263.

1893B

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Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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2264.

773A

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Quality: 4,788 global accepts · Rating: 1700 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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2265.

1889B

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2266.

1883E

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2267.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zltzlt's solution](#)

2268.

1881F

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Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[zltzlt's solution](#)

2269.

1879D

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Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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2270.

1873H

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Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

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2271.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1700 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

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2272.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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2273.

1849D

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Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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2274.

1850H

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Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

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2275.

1474C

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2276.

1835A

[k-th equality](#) · [Tutorial](#)

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2277.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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2278.

1257D

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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

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2279.

1833F

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Quality: 10,137 global accepts · Rating: 1700 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

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2280.

1822F

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Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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2281.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

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2282.

1032C

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2283.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

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2284.

1814B

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Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

2285.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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2286.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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2287.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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2288.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zltzlt's solution](#)

2289.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

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2290.

605B

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Quality: 3,849 global accepts · Rating: 1700 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

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2291.

1085D

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Quality: 5,907 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

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2292.

1792D

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Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

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2293.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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2294.

1777C

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2295.

1783C

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Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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2296.

1735D

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Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

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2297.

1731C

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Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

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2298.

1731D

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2299.

1779D

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2300.

1320B

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2301.

1770C

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2302.

1336B

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2303.

1670D

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2304.

1023D

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2305.

926C

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2306.

1772E

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2307.

1516C

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2308.

923A

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2309.

1765D

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2310.

1365D

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2311.

1333C

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2312.

1254A

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2313.

1255D

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Rating: 1700 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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2314.

1760G

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Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

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2315.

1253D

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Quality: 10,249 global accepts · Rating: 1700 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

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2316.

1239A

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2317.

1743D

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Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

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2318.

960C

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2319.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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2320.

766C

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2321.

1722F

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Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

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2322.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

2323.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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2324.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

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2325.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

2326.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[zltzlt's solution](#)

2327.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[zltzlt's solution](#)

2328.

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zltzlt's solution](#)

2329.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

2330.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[zltzlt's solution](#)

2331.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[zltzlt's solution](#)

2332.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[zltzlt's solution](#)

2333.

1706D1

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Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[zltzlt's solution](#)

2334.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zltzlt's solution](#)

2335.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zltzlt's solution](#)

2336.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[zltzlt's solution](#)

2337.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

2338.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[zltzlt's solution](#)

2339.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[zltzlt's solution](#)

2340.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[zltzlt's solution](#)

2341.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

2342.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[zltzlt's solution](#)

2343.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy,

two pointers

[zltzlt's solution](#)

2344.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[zltzlt's solution](#)

2345.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

2346.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zltzlt's solution](#)

2347.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zltzlt's solution](#)

2348.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[zltzlt's solution](#)

2349.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[zltzlt's solution](#)

2350.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

2351.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zltzlt's solution](#)

2352.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2353.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[zltzlt's solution](#)

2354.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1700 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[zltzlt's solution](#)

2355.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

2356.

1538D

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

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[zltzlt's solution](#)

2357.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[zltzlt's solution](#)

2358.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[zltzlt's solution](#)

2359.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[zltzlt's solution](#)

2360.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[zltzlt's solution](#)

2361.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[zltzlt's solution](#)

2362.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[zltzlt's solution](#)

2363.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[zltzlt's solution](#)

2364.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

2365.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

2366.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[zltzlt's solution](#)

2367.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

2368.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[zltzlt's solution](#)

2369.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[zltzlt's solution](#)

2370.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

2371.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

2372.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[zltzlt's solution](#)

2373.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

2374.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[zltzlt's solution](#)

2375.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

2376.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zltzlt's solution](#)

2377.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zltzlt's solution](#)

2378.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[zltzlt's solution](#)

2379.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

2380.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2381.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[zltzlt's solution](#)

2382.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2383.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

2384.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[zltzlt's solution](#)

2385.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[zltzlt's solution](#)

2386.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[zltzlt's solution](#)

2387.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2388.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

2389.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

2390.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[zltzlt's solution](#)

2391.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[zltzlt's solution](#)

2392.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[zltzlt's solution](#)

2393.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[zltzlt's solution](#)

2394.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[zltzlt's solution](#)

2395.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

2396.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees
[zltzlt's solution](#)

2397.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[zltzlt's solution](#)

2398.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[zltzlt's solution](#)

2399.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[zltzlt's solution](#)

2400.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[zltzlt's solution](#)

2401.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[zltzlt's solution](#)

2402.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

2403.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[zltzlt's solution](#)

2404.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[zltzlt's solution](#)

2405.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

2406.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[zltzlt's solution](#)

2407.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zltzlt's solution](#)

2408.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zltzlt's solution](#)

2409.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zltzlt's solution](#)

2410.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[zltzlt's solution](#)

2411.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[zltzlt's solution](#)

2412.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[zltzlt's solution](#)

2413.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[zltzlt's solution](#)

2414.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

2415.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

2416.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

2417.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[zltzlt's solution](#)

2418.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

2419.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

2420.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[zltzlt's solution](#)

2421.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zltzlt's solution](#)

2422.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

2423.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[zltzlt's solution](#)

2424.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zltzlt's solution](#)

2425.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[zltzlt's solution](#)

2426.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[zltzlt's solution](#)

2427.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

2428.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

2429.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[zltzlt's solution](#)

2430.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[zltzlt's solution](#)

2431.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[zltzlt's solution](#)

2432.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[zltzlt's solution](#)

2433.

954C

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Quality: 3,957 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zltzlt's solution](#)

2434.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zltzlt's solution](#)

2435.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[zltzlt's solution](#)

2436.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

2437.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

2438.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

2439.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[zltzlt's solution](#)

2440.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

2441.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[zltzlt's solution](#)

2442.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dp, math

[zltzlt's solution](#)

2443.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[zltzlt's solution](#)

2444.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,618 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

2445.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,673 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[zltzlt's solution](#)

2446.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

2447.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[zltzlt's solution](#)

2448.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[zltzlt's solution](#)

2449.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[zltzlt's solution](#)

2450.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[zltzlt's solution](#)

2451.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

2452.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[zltzlt's solution](#)

2453.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[zltzlt's solution](#)

2454.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[zltzlt's solution](#)

2455.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees
[zltzlt's solution](#)

2456.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[zltzlt's solution](#)

2457.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[zltzlt's solution](#)

2458.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[zltzlt's solution](#)

2459.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[zltzlt's solution](#)

2460.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[zltzlt's solution](#)

2461.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings
[zltzlt's solution](#)

2462.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[zltzlt's solution](#)

2463.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[zltzlt's solution](#)

2464.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[zltzlt's solution](#)

2465.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zltzlt's solution](#)

2466.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[zltzlt's solution](#)

2467.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

2468.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[zltzlt's solution](#)

2469.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[zltzlt's solution](#)

2470.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[zltzlt's solution](#)

2471.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

2472.

1805D

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

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-28 · last AC: 2024-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zltzlt's solution](#)

2473.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[zltzlt's solution](#)

2474.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[zltzlt's solution](#)

2475.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zltzlt's solution](#)

2476.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-10-06 · last AC: 2024-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

2477.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[zltzlt's solution](#)

2478.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zltzlt's solution](#)

2479.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,934 global accepts · Rating: 1800 · first AC: 2022-01-30 · last AC: 2024-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[zltzlt's solution](#)

2480.

2006B

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

Quality: 4,357 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

[zltzlt's solution](#)

2481.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zltzlt's solution](#)

2482.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[zltzlt's solution](#)

2483.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[zltzlt's solution](#)

2484.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-14 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[zltzlt's solution](#)

2485.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · last AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

2486.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[zltzlt's solution](#)

2487.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

2488.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

2489.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

2490.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zltzlt's solution](#)

2491.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[zltzlt's solution](#)

2492.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

2493.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-11-10 · last AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[zltzlt's solution](#)

2494.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[zltzlt's solution](#)

2495.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics,

dp, math, sortings

[zltzlt's solution](#)

2496.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[zltzlt's solution](#)

2497.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zltzlt's solution](#)

2498.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zltzlt's solution](#)

2499.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[zltzlt's solution](#)

2500.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[zltzlt's solution](#)

2501.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zltzlt's solution](#)

2502.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zltzlt's solution](#)

2503.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[zltzlt's solution](#)

2504.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[zltzlt's solution](#)

2505.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2022-11-24 · last AC: 2024-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[zltzlt's solution](#)

2506.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[zltzlt's solution](#)

2507.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

2508.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[zltzlt's solution](#)

2509.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[zltzlt's solution](#)

2510.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[zltzlt's solution](#)

2511.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[zltzlt's solution](#)

2512.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[zltzlt's solution](#)

2513.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

2514.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2515.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-02-28 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

2516.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zltzlt's solution](#)

2517.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[zltzlt's solution](#)

2518.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

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2519.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-11-02 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

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2520.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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2521.

1851F

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2522.

1870D

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2523.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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2524.

1872F

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Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

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2525.

1861D

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2526.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

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2527.

1859D

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2528.

1856E1

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2529.

1852B

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[zltzlt's solution](#)

2530.

1852A

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Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-24 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

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2531.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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2532.

1845D

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Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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2533.

1843F1

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Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

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2534.

1841C

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

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2535.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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2536.

1833G

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2537.

1283D

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2538.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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2539.

1824B1

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2540.

1809D

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2541.

1801B

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Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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2542.

1780D

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2543.

1728D

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2544.

1768D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

2545.

1781D

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Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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2546.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zltzlt's solution](#)

2547.

1705D

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2548.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[zltzlt's solution](#)

2549.

1227D2

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Quality: 4,729 global accepts · Rating: 1800 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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2550.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: games

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2551.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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2552.

652C

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Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

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2553.

1758D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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2554.

519D

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Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
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2555.

1255E1

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Rating: 1800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
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2556.

846F

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2557.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[zltzlt's solution](#)

2558.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[zltzlt's solution](#)

2559.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[zltzlt's solution](#)

2560.

1729E

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Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities
[zltzlt's solution](#)

2561.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
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2562.

1195D2

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Quality: 4,898 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[zltzlt's solution](#)

2563.

802A1

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Quality: 1,602 global accepts · Rating: 1800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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2564.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[zltzlt's solution](#)

2565.

1734D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

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2566.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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2567.

300C

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Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[zltzlt's solution](#)

2568.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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2569.

442B

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2570.

1450D

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2571.

1721D

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2572.

1462F

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2573.

1718A1

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2574.

1720D1

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Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

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2575.

922D

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2576.

1713D

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2577.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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2578.

161D

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2579.

1442A

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2580.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

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2581.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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2582.

140C

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Quality: 4,755 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

2583.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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2584.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
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2585.

1286A

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Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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2586.

1691D

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Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
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2587.

132C

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Quality: 2,647 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
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2588.

1295D

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Quality: 10,216 global accepts · Rating: 1800 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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2589.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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2590.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
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2591.

69E

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Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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2592.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
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2593.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
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2594.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

flows, greedy, math

[zltzlt's solution](#)

2595.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[zltzlt's solution](#)

2596.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[zltzlt's solution](#)

2597.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[zltzlt's solution](#)

2598.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

2599.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[zltzlt's solution](#)

2600.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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2601.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

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2602.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[zltzlt's solution](#)

2603.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[zltzlt's solution](#)

2604.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[zltzlt's solution](#)

2605.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

2606.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2022-03-21 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[zltzlt's solution](#)

2607.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[zltzlt's solution](#)

2608.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

2609.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

2610.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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2611.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[zltzlt's solution](#)

2612.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[zltzlt's solution](#)

2613.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[zltzlt's solution](#)

2614.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[zltzlt's solution](#)

2615.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[zltzlt's solution](#)

2616.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[zltzlt's solution](#)

2617.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[zltzlt's solution](#)

2618.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2619.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[zltzlt's solution](#)

2620.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zltzlt's solution](#)

2621.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[zltzlt's solution](#)

2622.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[zltzlt's solution](#)

2623.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[zltzlt's solution](#)

2624.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[zltzlt's solution](#)

2625.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

2626.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

2627.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zltzlt's solution](#)

2628.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zltzlt's solution](#)

2629.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

2630.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[zltzlt's solution](#)

2631.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[zltzlt's solution](#)

2632.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[zltzlt's solution](#)

2633.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zltzlt's solution](#)

2634.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[zltzlt's solution](#)

2635.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[zltzlt's solution](#)

2636.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

2637.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zltzlt's solution](#)

2638.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

2639.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[zltzlt's solution](#)

2640.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zltzlt's solution](#)

2641.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[zltzlt's solution](#)

2642.

1367D

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

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zltzlt's solution](#)

2643.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

2644.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

2645.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[zltzlt's solution](#)

2646.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings
[zltzlt's solution](#)

2647.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[zltzlt's solution](#)

2648.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory
[zltzlt's solution](#)

2649.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[zltzlt's solution](#)

2650.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

2651.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[zltzlt's solution](#)

2652.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[zltzlt's solution](#)

2653.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

2654.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

2655.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[zltzlt's solution](#)

2656.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[zltzlt's solution](#)

2657.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

2658.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2659.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2021-08-20 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[zltzlt's solution](#)

2660.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

2661.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[zltzlt's solution](#)

2662.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[zltzlt's solution](#)

2663.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[zltzlt's solution](#)

2664.

1177B

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Quality: 2,941 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

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2665.

983B

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Quality: 6,307 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2666.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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2667.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

2668.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[zltzlt's solution](#)

2669.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[zltzlt's solution](#)

2670.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[zltzlt's solution](#)

2671.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

2672.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[zltzlt's solution](#)

2673.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

2674.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[zltzlt's solution](#)

2675.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[zltzlt's solution](#)

2676.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[zltzlt's solution](#)

2677.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

2678.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[zltzlt's solution](#)

2679.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[zltzlt's solution](#)

2680.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, implementation

[zltzlt's solution](#)

2681.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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2682.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: math, number theory

[zltzlt's solution](#)

2683.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[zltzlt's solution](#)

2684.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[zltzlt's solution](#)

2685.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[zltzlt's solution](#)

2686.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zltzlt's solution](#)

2687.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[zltzlt's solution](#)

2688.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 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
[zltzlt's solution](#)

2689.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[zltzlt's solution](#)

2690.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[zltzlt's solution](#)

2691.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
[zltzlt's solution](#)

2692.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[zltzlt's solution](#)

2693.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[zltzlt's solution](#)

2694.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[zltzlt's solution](#)

2695.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

2696.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zltzlt's solution](#)

2697.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zltzlt's solution](#)

2698.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[zltzlt's solution](#)

2699.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[zltzlt's solution](#)

2700.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[zltzlt's solution](#)

2701.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[zltzlt's solution](#)

2702.

2064D

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2703.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

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2704.

2077B

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2705.

2066B

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2706.

2059D

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2707.

2014H

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2708.

1980F1

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2709.

1974F

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2710.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

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[zltzlt's solution](#)

2711.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

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2712.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[zltzlt's solution](#)

2713.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[zltzlt's solution](#)

2714.

2053E

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2715.

2049D

[Shift + Esc](#) · [Tutorial](#)

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2716.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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[zltzlt's solution](#)

2717.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[zltzlt's solution](#)

2718.

2038G

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Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

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2719.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[zltzlt's solution](#)

2720.

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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2721.

2036F

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Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

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2722.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[zltzlt's solution](#)

2723.

366C

[Dima and Salad](#) · [Tutorial](#)

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[zltzlt's solution](#)

2724.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

2725.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

2726.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-29 · last AC: 2024-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

2727.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zltzlt's solution](#)

2728.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[zltzlt's solution](#)

2729.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2021-08-22 · last AC: 2024-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

2730.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[zltzlt's solution](#)

2731.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

2732.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[zltzlt's solution](#)

2733.

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

[zltzlt's solution](#)

2734.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[zltzlt's solution](#)

2735.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

2736.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[zltzlt's solution](#)

2737.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

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2738.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math

[zltzlt's solution](#)

2739.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, number theory

[zltzlt's solution](#)

2740.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[zltzlt's solution](#)

2741.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[zltzlt's solution](#)

2742.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[zltzlt's solution](#)

2743.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[zltzlt's solution](#)

2744.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zltzlt's solution](#)

2745.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[zltzlt's solution](#)

2746.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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2747.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[zltzlt's solution](#)

2748.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[zltzlt's solution](#)

2749.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[zltzlt's solution](#)

2750.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[zltzlt's solution](#)

2751.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

2752.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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2753.

1926G

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Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

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2754.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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2755.

1929D

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2756.

1012B

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2757.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

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2758.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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2759.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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2760.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

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2761.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

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2762.

1922D

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Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

data structures, dsu, implementation, math

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2763.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[zltzlt's solution](#)

2764.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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2765.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zltzlt's solution](#)

2766.

1914F

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Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

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2767.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math

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2768.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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2769.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

2770.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

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2771.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

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2772.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2021-10-20 · last AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

2773.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zltzlt's solution](#)

2774.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-09-28 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[zltzlt's solution](#)

2775.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

2776.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[zltzlt's solution](#)

2777.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-14 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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2778.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[zltzlt's solution](#)

2779.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[zltzlt's solution](#)

2780.

1883G2

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Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zltzlt's solution](#)

2781.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-08-06 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp

[zltzlt's solution](#)

2782.

1887A2

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

Quality: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zltzlt's solution](#)

2783.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

2784.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

2785.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

2786.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[zltzlt's solution](#)

2787.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zltzlt's solution](#)

2788.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[zltzlt's solution](#)

2789.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

2790.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[zltzlt's solution](#)

2791.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[zltzlt's solution](#)

2792.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

2793.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[zltzlt's solution](#)

2794.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[zltzlt's solution](#)

2795.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

2796.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[zltzlt's solution](#)

2797.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[zltzlt's solution](#)

2798.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

2799.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[zltzlt's solution](#)

2800.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2801.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[zltzlt's solution](#)

2802.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zltzlt's solution](#)

2803.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

2804.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[zltzlt's solution](#)

2805.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

2806.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zltzlt's solution](#)

2807.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[zltzlt's solution](#)

2808.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zltzlt's solution](#)

2809.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[zltzlt's solution](#)

2810.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zltzlt's solution](#)

2811.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[zltzlt's solution](#)

2812.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zltzlt's solution](#)

2813.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[zltzlt's solution](#)

2814.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[zltzlt's solution](#)

2815.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[zltzlt's solution](#)

2816.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[zltzlt's solution](#)

2817.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory
[zltzlt's solution](#)

2818.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[zltzlt's solution](#)

2819.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[zltzlt's solution](#)

2820.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[zltzlt's solution](#)

2821.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

2822.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[zltzlt's solution](#)

2823.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[zltzlt's solution](#)

2824.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[zltzlt's solution](#)

2825.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[zltzlt's solution](#)

2826.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[zltzlt's solution](#)

2827.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[zltzlt's solution](#)

2828.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[zltzlt's solution](#)

2829.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[zltzlt's solution](#)

2830.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[zltzlt's solution](#)

2831.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

2832.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[zltzlt's solution](#)

2833.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[zltzlt's solution](#)

2834.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zltzlt's solution](#)

2835.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
[zltzlt's solution](#)

2836.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[zltzlt's solution](#)

2837.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[zltzlt's solution](#)

2838.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[zltzlt's solution](#)

2839.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[zltzlt's solution](#)

2840.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[zltzlt's solution](#)

2841.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[zltzlt's solution](#)

2842.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zltzlt's solution](#)

2843.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

2844.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[zltzlt's solution](#)

2845.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

2846.

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[zltzlt's solution](#)

2847.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[zltzlt's solution](#)

2848.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[zltzlt's solution](#)

2849.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[zltzlt's solution](#)

2850.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[zltzlt's solution](#)

2851.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

2852.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[zltzlt's solution](#)

2853.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[zltzlt's solution](#)

2854.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[zltzlt's solution](#)

2855.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zltzlt's solution](#)

2856.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

2857.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[zltzlt's solution](#)

2858.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zltzlt's solution](#)

2859.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
[zltzlt's solution](#)

2860.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
[zltzlt's solution](#)

2861.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[zltzlt's solution](#)

2862.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[zltzlt's solution](#)

2863.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[zltzlt's solution](#)

2864.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[zltzlt's solution](#)

2865.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[zltzlt's solution](#)

2866.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[zltzlt's solution](#)

2867.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zltzlt's solution](#)

2868.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2869.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[zltzlt's solution](#)

2870.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

2871.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[zltzlt's solution](#)

2872.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[zltzlt's solution](#)

2873.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

2874.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[zltzlt's solution](#)

2875.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

2876.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[zltzlt's solution](#)

2877.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[zltzlt's solution](#)

2878.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[zltzlt's solution](#)

2879.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

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2880.

622D

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2881.

630E

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1353E

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2883.

1423B

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2884.

1436D

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2885.

1661D

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2886.

1593D2

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2887.

1651D

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2888.

1200D

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351B

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2890.

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2891.

228E

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2892.

540D

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2893.

1354D

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2894.

25D

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2895.

27C

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2896.

16E

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2897.

1360G

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2898.

1601B

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2899.

1375D

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2900.

1361B

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2901.

1508A

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2902.

1467C

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2903.

1383B

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2904.

1207E

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2905.

1264B

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2906.

1400D

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2907.

547B

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2908.

1624G

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2909.

1421D

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2910.

476D

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2911.

1444B

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2912.

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2913.

222E

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2914.

1627D

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2915.

1095F

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2916.

25C

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2917.

660D

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2918.

739B

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2919.

95C

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2920.

1545B

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2921.

1486C2

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2922.

1558B

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2923.

1242B

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2924.

729E

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2925.

372B

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2926.

792D

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2927.

1547F

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2928.

1197D

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2929.

691E

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2930.

1477B

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1613D

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2932.

1620E

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2933.

1591D

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2934.

1367E

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2935.

1585D

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2936.

1178E

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2937.

1228D

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2938.

1205B

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2939.

711D

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566D

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2941.

1105D

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2942.

597C

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2943.

1119E

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1117C

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1141G

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2946.

1157D

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2947.

1183H

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2948.

1181C

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2949.

1208D

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2950.

1238D

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2951.

784F

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2952.

1237C2

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2953.

1175D

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2954.

1147B

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2955.

1162D

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2956.

1155D

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2957.

1153D

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2958.

1184E1

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2959.

1012C

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2960.

148E

[Porcelain](#) · [Tutorial](#)

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2961.

552D

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2962.

57C

[Array](#) · [Tutorial](#)

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2963.

909E

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2964.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
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2965.

1000D

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2966.

1077F1

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2967.

510D

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2968.

1213E

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2969.

1144E

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Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings
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2970.

1512F

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2971.

404D

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Quality: 2,466 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
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2972.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
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2973.

149D

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Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

2974.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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2975.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

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2976.

1036C

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Quality: 13,376 global accepts · Rating: 1900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

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2977.

2201C

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Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

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2978.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

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2979.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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2980.

2154C2

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Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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2981.

2140D

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2982.

2146D2

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Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

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2983.

2138C2

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Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

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2984.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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2985.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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2986.

2131G

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Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

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2987.

2103D

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Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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2988.

2096D

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Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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2989.

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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2990.

2085D

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Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

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2991.

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2992.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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2993.

1974G

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Quality: 5,894 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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2994.

2063D

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Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[zltzlt's solution](#)

2995.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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2996.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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2997.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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2998.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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2999.

2028D

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

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3000.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

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3001.

954G

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Quality: 2,400 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

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3002.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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3003.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · last AC: 2024-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[zltzlt's solution](#)

3004.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

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3005.

1454E

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

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2021-12-19 · last AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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3006.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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3007.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

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3008.

371E

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3009.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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3010.

509C

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3011.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

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3012.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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3013.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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3014.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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3015.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math

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3016.

1513D

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3017.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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3018.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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3019.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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3020.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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3021.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-01-23 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

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3022.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing,

implementation, math, strings

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3023.

662D

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Quality: 1,715 global accepts · Rating: 2000 · first AC: 2021-08-20 · last AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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3024.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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3025.

1936B

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Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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3026.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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3027.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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3028.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

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3029.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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3030.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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3031.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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3032.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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3033.

1183G

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Quality: 2,665 global accepts · Rating: 2000 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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3034.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

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3035.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-08 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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3036.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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3037.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math

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3038.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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3039.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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3040.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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3041.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, trees

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3042.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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3043.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2021-12-26 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

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3044.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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3045.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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3046.

1619G

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Quality: 2,736 global accepts · Rating: 2000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

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3047.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

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3048.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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3049.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

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3050.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

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3051.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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3052.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

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3053.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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3054.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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3055.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

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3056.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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3057.

1862G

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Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

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3058.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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3059.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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3060.

1841D

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Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

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3061.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zltzlt's solution](#)

3062.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[zltzlt's solution](#)

3063.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[zltzlt's solution](#)

3064.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[zltzlt's solution](#)

3065.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[zltzlt's solution](#)

3066.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[zltzlt's solution](#)

3067.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-17 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[zltzlt's solution](#)

3068.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[zltzlt's solution](#)

3069.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[zltzlt's solution](#)

3070.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

3071.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[zltzlt's solution](#)

3072.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

3073.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[zltzlt's solution](#)

3074.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[zltzlt's solution](#)

3075.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[zltzlt's solution](#)

3076.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

3077.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[zltzlt's solution](#)

3078.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[zltzlt's solution](#)

3079.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zltzlt's solution](#)

3080.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[zltzlt's solution](#)

3081.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[zltzlt's solution](#)

3082.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[zltzlt's solution](#)

3083.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

3084.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zltzlt's solution](#)

3085.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[zltzlt's solution](#)

3086.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[zltzlt's solution](#)

3087.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[zltzlt's solution](#)

3088.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[zltzlt's solution](#)

3089.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[zltzlt's solution](#)

3090.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

3091.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[zltzlt's solution](#)

3092.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

3093.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[zltzlt's solution](#)

3094.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[zltzlt's solution](#)

3095.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[zltzlt's solution](#)

3096.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

3097.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zltzlt's solution](#)

3098.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

3099.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[zltzlt's solution](#)

3100.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[zltzlt's solution](#)

3101.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

3102.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[zltzlt's solution](#)

3103.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[zltzlt's solution](#)

3104.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[zltzlt's solution](#)

3105.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

3106.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[zltzlt's solution](#)

3107.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

3108.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[zltzlt's solution](#)

3109.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zltzlt's solution](#)

3110.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

3111.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

3112.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[zltzlt's solution](#)

3113.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[zltzlt's solution](#)

3114.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[zltzlt's solution](#)

3115.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3116.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[zltzlt's solution](#)

3117.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

3118.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[zltzlt's solution](#)

3119.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

3120.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zltzlt's solution](#)

3121.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-11-19 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[zltzlt's solution](#)

3122.

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

3123.

1674G

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

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[zltzlt's solution](#)

3124.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[zltzlt's solution](#)

3125.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[zltzlt's solution](#)

3126.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[zltzlt's solution](#)

3127.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

3128.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[zltzlt's solution](#)

3129.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

3130.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

3131.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

3132.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zltzlt's solution](#)

3133.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[zltzlt's solution](#)

3134.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[zltzlt's solution](#)

3135.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

3136.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zltzlt's solution](#)

3137.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[zltzlt's solution](#)

3138.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zltzlt's solution](#)

3139.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[zltzlt's solution](#)

3140.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zltzlt's solution](#)

3141.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

3142.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

3143.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zltzlt's solution](#)

3144.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[zltzlt's solution](#)

3145.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3146.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[zltzlt's solution](#)

3147.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

3148.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[zltzlt's solution](#)

3149.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[zltzlt's solution](#)

3150.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3151.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[zltzlt's solution](#)

3152.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[zltzlt's solution](#)

3153.

1200E

[Compress Words](#) · [Tutorial](#)

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3154.

938D

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1558C

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3159.

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3162.

792C

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3163.

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3166.

1311D

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3167.

237E

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3168.

710E

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3169.

1620D

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3171.

1385E

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3172.

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3173.

82D

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3175.

474E

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3176.

235B

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3177.

1103B

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3178.

1129B

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3179.

1132F

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3180.

1142B

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3181.

1304E

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3182.

1183E

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1244E

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1244C

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1237D

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3189.

1156C

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3190.

1574D

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3191.

514D

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817E

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3193.

797E

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766D

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3199.

353D

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3200.

156C

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3201.

8C

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920F

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383C

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3204.

522D

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3205.

242E

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877E

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501D

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59E

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864E

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3210.

27E

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3212.

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3215.

2183D2

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2183E

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2161D

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3218.

2163D1

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2152E

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3223.

2124E

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3224.

2135D1

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3225.

2127E

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3227.

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3228.

2107D

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3229.

2003D2

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3230.

2092E

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3231.

2008H

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3232.

2044H

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[zltzlt's solution](#)

3233.

2061F1

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3234.

2040E

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3235.

2046C

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[zltzlt's solution](#)

3236.

2038K

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[zltzlt's solution](#)

3237.

2038B

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3238.

2031E

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3239.

2029E

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3240.

2004E

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[zltzlt's solution](#)

3241.

2005E1

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Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
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3242.

1787E

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3243.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
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3244.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
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3245.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[zltzlt's solution](#)

3246.

877D

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3247.

1971H

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3248.

1776G

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3249.

1479B2

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3250.

1201D

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3251.

895D

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3253.

1056E

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3254.

1948E

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1934D1

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1933F

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675C

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1914G1

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575F

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1811F

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1811G1

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1832D1

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1821E

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1810E

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1808D

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1801D

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1003E

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1252K

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1767C

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3308.

1223E

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3309.

1240C

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3311.

1333D

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1254B2

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1761D

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486D

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3316.

1732C2

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1271E

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3320.

1729G

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3322.

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1734E

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484B

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1332E

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3326.

525E

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3333.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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3334.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2022-02-05 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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3335.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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3336.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[zltzlt's solution](#)

3337.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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3338.

1493D

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Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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3339.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[zltzlt's solution](#)

3340.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[zltzlt's solution](#)

3341.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[zltzlt's solution](#)

3342.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[zltzlt's solution](#)

3343.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[zltzlt's solution](#)

3344.

1343E

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Quality: 5,738 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[zltzlt's solution](#)

3345.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

3346.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[zltzlt's solution](#)

3347.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[zltzlt's solution](#)

3348.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, data structures, greedy

[zltzlt's solution](#)

3349.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

3350.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[zltzlt's solution](#)

3351.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[zltzlt's solution](#)

3352.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3353.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[zltzlt's solution](#)

3354.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

3355.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[zltzlt's solution](#)

3356.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

3357.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[zltzlt's solution](#)

3358.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[zltzlt's solution](#)

3359.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

3360.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[zltzlt's solution](#)

3361.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[zltzlt's solution](#)

3362.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[zltzlt's solution](#)

3363.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[zltzlt's solution](#)

3364.

466D

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Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3365.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zltzlt's solution](#)

3366.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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3367.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[zltzlt's solution](#)

3368.

50D

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Quality: 707 global accepts · Rating: 2100 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[zltzlt's solution](#)

3369.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[zltzlt's solution](#)

3370.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[zltzlt's solution](#)

3371.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zltzlt's solution](#)

3372.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[zltzlt's solution](#)

3373.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zltzlt's solution](#)

3374.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zltzlt's solution](#)

3375.

190E

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Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[zltzlt's solution](#)

3376.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[zltzlt's solution](#)

3377.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[zltzlt's solution](#)

3378.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

3379.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

3380.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[zltzlt's solution](#)

3381.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
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3382.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[zltzlt's solution](#)

3383.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
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3384.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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3385.

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy
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3386.

1117D

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3387.

1120C

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3388.

1606E

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3389.

1446C

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3390.

519E

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[zltzlt's solution](#)

3391.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[zltzlt's solution](#)

3392.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[zltzlt's solution](#)

3393.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

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3394.

665E

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Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[zltzlt's solution](#)

3395.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zltzlt's solution](#)

3396.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[zltzlt's solution](#)

3397.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[zltzlt's solution](#)

3398.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[zltzlt's solution](#)

3399.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[zltzlt's solution](#)

3400.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[zltzlt's solution](#)

3401.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[zltzlt's solution](#)

3402.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[zltzlt's solution](#)

3403.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[zltzlt's solution](#)

3404.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[zltzlt's solution](#)

3405.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zltzlt's solution](#)

3406.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[zltzlt's solution](#)

3407.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zltzlt's solution](#)

3408.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[zltzlt's solution](#)

3409.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[zltzlt's solution](#)

3410.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[zltzlt's solution](#)

3411.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[zltzlt's solution](#)

3412.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[zltzlt's solution](#)

3413.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[zltzlt's solution](#)

3414.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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3415.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[zltzlt's solution](#)

3416.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer
[zltzlt's solution](#)

3417.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[zltzlt's solution](#)

3418.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees
[zltzlt's solution](#)

3419.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
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3420.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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3421.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zltzlt's solution](#)

3422.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[zltzlt's solution](#)

3423.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[zltzlt's solution](#)

3424.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-08-21 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

3425.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[zltzlt's solution](#)

3426.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[zltzlt's solution](#)

3427.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[zltzlt's solution](#)

3428.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zltzlt's solution](#)

3429.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[zltzlt's solution](#)

3430.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

3431.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, math

[zltzlt's solution](#)

3432.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[zltzlt's solution](#)

3433.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[zltzlt's solution](#)

3434.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[zltzlt's solution](#)

3435.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[zltzlt's solution](#)

3436.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[zltzlt's solution](#)

3437.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3438.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[zltzlt's solution](#)

3439.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

3440.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zltzlt's solution](#)

3441.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[zltzlt's solution](#)

3442.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[zltzlt's solution](#)

3443.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[zltzlt's solution](#)

3444.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[zltzlt's solution](#)

3445.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[zltzlt's solution](#)

3446.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[zltzlt's solution](#)

3447.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[zltzlt's solution](#)

3448.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[zltzlt's solution](#)

3449.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

3450.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[zltzlt's solution](#)

3451.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[zltzlt's solution](#)

3452.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zltzlt's solution](#)

3453.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zltzlt's solution](#)

3454.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[zltzlt's solution](#)

3455.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[zltzlt's solution](#)

3456.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[zltzlt's solution](#)

3457.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[zltzlt's solution](#)

3458.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[zltzlt's solution](#)

3459.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

3460.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

3461.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[zltzlt's solution](#)

3462.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[zltzlt's solution](#)

3463.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[zltzlt's solution](#)

3464.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[zltzlt's solution](#)

3465.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

3466.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[zltzlt's solution](#)

3467.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[zltzlt's solution](#)

3468.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[zltzlt's solution](#)

3469.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[zltzlt's solution](#)

3470.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[zltzlt's solution](#)

3471.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[zltzlt's solution](#)

3472.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2023-03-13 · last AC: 2024-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[zltzlt's solution](#)

3473.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-12-26 · last AC: 2024-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[zltzlt's solution](#)

3474.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zltzlt's solution](#)

3475.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[zltzlt's solution](#)

3476.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-04-15 · last AC: 2024-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zltzlt's solution](#)

3477.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[zltzlt's solution](#)

3478.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[zltzlt's solution](#)

3479.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[zltzlt's solution](#)

3480.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[zltzlt's solution](#)

3481.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[zltzlt's solution](#)

3482.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-01-17 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

3483.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

3484.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[zltzlt's solution](#)

3485.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zltzlt's solution](#)

3486.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[zltzlt's solution](#)

3487.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[zltzlt's solution](#)

3488.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

3489.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[zltzlt's solution](#)

3490.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[zltzlt's solution](#)

3491.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[zltzlt's solution](#)

3492.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[zltzlt's solution](#)

3493.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

3494.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

3495.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[zltzlt's solution](#)

3496.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[zltzlt's solution](#)

3497.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-09-10 · last AC: 2024-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

3498.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms

[zltzlt's solution](#)

3499.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[zltzlt's solution](#)

3500.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[zltzlt's solution](#)

3501.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zltzlt's solution](#)

3502.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · last AC: 2024-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[zltzlt's solution](#)

3503.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[zltzlt's solution](#)

3504.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: flows

[zltzlt's solution](#)

3505.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[zltzlt's solution](#)

3506.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3507.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zltzlt's solution](#)

3508.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[zltzlt's solution](#)

3509.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

dp, graphs, greedy, sortings, trees

[zltzlt's solution](#)

3510.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[zltzlt's solution](#)

3511.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[zltzlt's solution](#)

3512.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zltzlt's solution](#)

3513.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

3514.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[zltzlt's solution](#)

3515.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[zltzlt's solution](#)

3516.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[zltzlt's solution](#)

3517.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[zltzlt's solution](#)

3518.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3519.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[zltzlt's solution](#)

3520.

1854B

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Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[zltzlt's solution](#)

3521.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[zltzlt's solution](#)

3522.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[zltzlt's solution](#)

3523.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[zltzlt's solution](#)

3524.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[zltzlt's solution](#)

3525.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[zltzlt's solution](#)

3526.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[zltzlt's solution](#)

3527.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[zltzlt's solution](#)

3528.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[zltzlt's solution](#)

3529.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[zltzlt's solution](#)

3530.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[zltzlt's solution](#)

3531.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[zltzlt's solution](#)

3532.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[zltzlt's solution](#)

3533.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[zltzlt's solution](#)

3534.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[zltzlt's solution](#)

3535.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3536.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[zltzlt's solution](#)

3537.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zltzlt's solution](#)

3538.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

3539.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[zltzlt's solution](#)

3540.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[zltzlt's solution](#)

3541.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[zltzlt's solution](#)

3542.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zltzlt's solution](#)

3543.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[zltzlt's solution](#)

3544.

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[zltzlt's solution](#)

3545.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[zltzlt's solution](#)

3546.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[zltzlt's solution](#)

3547.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[zltzlt's solution](#)

3548.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

3549.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[zltzlt's solution](#)

3550.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[zltzlt's solution](#)

3551.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[zltzlt's solution](#)

3552.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zltzlt's solution](#)

3553.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[zltzlt's solution](#)

3554.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[zltzlt's solution](#)

3555.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[zltzlt's solution](#)

3556.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
[zltzlt's solution](#)

3557.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[zltzlt's solution](#)

3558.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[zltzlt's solution](#)

3559.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[zltzlt's solution](#)

3560.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[zltzlt's solution](#)

3561.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zltzlt's solution](#)

3562.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[zltzlt's solution](#)

3563.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[zltzlt's solution](#)

3564.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[zltzlt's solution](#)

3565.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[zltzlt's solution](#)

3566.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[zltzlt's solution](#)

3567.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[zltzlt's solution](#)

3568.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[zltzlt's solution](#)

3569.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[zltzlt's solution](#)

3570.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[zltzlt's solution](#)

3571.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[zltzlt's solution](#)

3572.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[zltzlt's solution](#)

3573.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

3574.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zltzlt's solution](#)

3575.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zltzlt's solution](#)

3576.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

3577.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[zltzlt's solution](#)

3578.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

3579.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3580.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[zltzlt's solution](#)

3581.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3582.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

3583.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zltzlt's solution](#)

3584.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[zltzlt's solution](#)

3585.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

3586.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[zltzlt's solution](#)

3587.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[zltzlt's solution](#)

3588.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[zltzlt's solution](#)

3589.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[zltzlt's solution](#)

3590.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3591.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zltzlt's solution](#)

3592.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[zltzlt's solution](#)

3593.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[zltzlt's solution](#)

3594.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[zltzlt's solution](#)

3595.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

3596.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[zltzlt's solution](#)

3597.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zltzlt's solution](#)

3598.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[zltzlt's solution](#)

3599.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zltzlt's solution](#)

3600.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

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3601.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

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3602.

1659E

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Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zltzlt's solution](#)

3603.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[zltzlt's solution](#)

3604.

1353F

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Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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3605.

1657E

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Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-04-07 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[zltzlt's solution](#)

3606.

1196F

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Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[zltzlt's solution](#)

3607.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zltzlt's solution](#)

3608.

932D

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Quality: 1,976 global accepts · Rating: 2200 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
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3609.

1656E

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Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
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3610.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
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3611.

27D

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Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[zltzlt's solution](#)

3612.

301D

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Quality: 3,022 global accepts · Rating: 2200 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

3613.

280C

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Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[zltzlt's solution](#)

3614.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[zltzlt's solution](#)

3615.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[zltzlt's solution](#)

3616.

1622E

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Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[zltzlt's solution](#)

3617.

1579G

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Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

3618.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

3619.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

3620.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zltzlt's solution](#)

3621.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zltzlt's solution](#)

3622.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

3623.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[zltzlt's solution](#)

3624.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

3625.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[zltzlt's solution](#)

3626.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3627.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[zltzlt's solution](#)

3628.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

3629.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[zltzlt's solution](#)

3630.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

3631.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[zltzlt's solution](#)

3632.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

3633.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[zltzlt's solution](#)

3634.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math
[zltzlt's solution](#)

3635.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[zltzlt's solution](#)

3636.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[zltzlt's solution](#)

3637.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[zltzlt's solution](#)

3638.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[zltzlt's solution](#)

3639.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[zltzlt's solution](#)

3640.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[zltzlt's solution](#)

3641.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[zltzlt's solution](#)

3642.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[zltzlt's solution](#)

3643.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[zltzlt's solution](#)

3644.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[zltzlt's solution](#)

3645.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[zltzlt's solution](#)

3646.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[zltzlt's solution](#)

3647.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[zltzlt's solution](#)

3648.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
[zltzlt's solution](#)

3649.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[zltzlt's solution](#)

3650.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

3651.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[zltzlt's solution](#)

3652.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[zltzlt's solution](#)

3653.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[zltzlt's solution](#)

3654.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

3655.

1149B

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Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[zltzlt's solution](#)

3656.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[zltzlt's solution](#)

3657.

723E

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[zltzlt's solution](#)

3658.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

3659.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[zltzlt's solution](#)

3660.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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3661.

1238E

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Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3662.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[zltzlt's solution](#)

3663.

1175E

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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[zltzlt's solution](#)

3664.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3665.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[zltzlt's solution](#)

3666.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[zltzlt's solution](#)

3667.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[zltzlt's solution](#)

3668.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[zltzlt's solution](#)

3669.

1110D

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Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3670.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[zltzlt's solution](#)

3671.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[zltzlt's solution](#)

3672.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3673.

903E

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Quality: 1,577 global accepts · Rating: 2200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[zltzlt's solution](#)

3674.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

3675.

505D

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Quality: 2,930 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[zltzlt's solution](#)

3676.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zltzlt's solution](#)

3677.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zltzlt's solution](#)

3678.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zltzlt's solution](#)

3679.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

3680.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[zltzlt's solution](#)

3681.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[zltzlt's solution](#)

3682.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zltzlt's solution](#)

3683.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zltzlt's solution](#)

3684.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[zltzlt's solution](#)

3685.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp

[zltzlt's solution](#)

3686.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3687.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[zltzlt's solution](#)

3688.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[zltzlt's solution](#)

3689.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zltzlt's solution](#)

3690.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-22 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[zltzlt's solution](#)

3691.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[zltzlt's solution](#)

3692.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[zltzlt's solution](#)

3693.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zltzlt's solution](#)

3694.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[zltzlt's solution](#)

3695.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[zltzlt's solution](#)

3696.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[zltzlt's solution](#)

3697.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3698.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[zltzlt's solution](#)

3699.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[zltzlt's solution](#)

3700.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[zltzlt's solution](#)

3701.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[zltzlt's solution](#)

3702.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[zltzlt's solution](#)

3703.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[zltzlt's solution](#)

3704.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zltzlt's solution](#)

3705.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[zltzlt's solution](#)

3706.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

3707.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[zltzlt's solution](#)

3708.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zltzlt's solution](#)

3709.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3710.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[zltzlt's solution](#)

3711.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[zltzlt's solution](#)

3712.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[zltzlt's solution](#)

3713.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[zltzlt's solution](#)

3714.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[zltzlt's solution](#)

3715.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[zltzlt's solution](#)

3716.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[zltzlt's solution](#)

3717.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[zltzlt's solution](#)

3718.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[zltzlt's solution](#)

3719.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

3720.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zltzlt's solution](#)

3721.

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

[zltzlt's solution](#)

3722.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[zltzlt's solution](#)

3723.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[zltzlt's solution](#)

3724.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zltzlt's solution](#)

3725.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[zltzlt's solution](#)

3726.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[zltzlt's solution](#)

3727.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[zltzlt's solution](#)

3728.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

3729.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zltzlt's solution](#)

3730.

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings, trees

[zltzlt's solution](#)

3731.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[zltzlt's solution](#)

3732.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[zltzlt's solution](#)

3733.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

3734.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

3735.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

3736.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[zltzlt's solution](#)

3737.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[zltzlt's solution](#)

3738.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[zltzlt's solution](#)

3739.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[zltzlt's solution](#)

3740.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zltzlt's solution](#)

3741.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[zltzlt's solution](#)

3742.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zltzlt's solution](#)

3743.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[zltzlt's solution](#)

3744.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[zltzlt's solution](#)

3745.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zltzlt's solution](#)

3746.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[zltzlt's solution](#)

3747.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[zltzlt's solution](#)

3748.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[zltzlt's solution](#)

3749.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-17 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zltzlt's solution](#)

3750.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[zltzlt's solution](#)

3751.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[zltzlt's solution](#)

3752.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[zltzlt's solution](#)

3753.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[zltzlt's solution](#)

3754.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[zltzlt's solution](#)

3755.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zltzlt's solution](#)

3756.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zltzlt's solution](#)

3757.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[zltzlt's solution](#)

3758.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-12 · last AC: 2024-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

3759.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

3760.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[zltzlt's solution](#)

3761.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

3762.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[zltzlt's solution](#)

3763.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[zltzlt's solution](#)

3764.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[zltzlt's solution](#)

3765.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2023-11-20 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[zltzlt's solution](#)

3766.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[zltzlt's solution](#)

3767.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[zltzlt's solution](#)

3768.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs

[zltzlt's solution](#)

3769.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[zltzlt's solution](#)

3770.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[zltzlt's solution](#)

3771.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[zltzlt's solution](#)

3772.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[zltzlt's solution](#)

3773.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[zltzlt's solution](#)

3774.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[zltzlt's solution](#)

3775.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

3776.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-07-21 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[zltzlt's solution](#)

3777.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[zltzlt's solution](#)

3778.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zltzlt's solution](#)

3779.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

3780.

1842E

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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

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3781.

1843F2

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Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

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3782.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

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3783.

960E

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Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

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3784.

1814E

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Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

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3785.

993E

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Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

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3786.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

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3787.

1805E

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Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[zltzlt's solution](#)

3788.

1797E

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

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3789.

1798E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[zltzlt's solution](#)

3790.

1453E

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Quality: 2,225 global accepts · Rating: 2300 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

3791.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[zltzlt's solution](#)

3792.

772C

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Quality: 1,447 global accepts · Rating: 2300 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[zltzlt's solution](#)

3793.

570E

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Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

3794.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

3795.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

3796.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[zltzlt's solution](#)

3797.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

3798.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-05-04 · last AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[zltzlt's solution](#)

3799.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[zltzlt's solution](#)

3800.

1728E

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Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[zltzlt's solution](#)

3801.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[zltzlt's solution](#)

3802.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

3803.

1781E

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Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[zltzlt's solution](#)

3804.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zltzlt's solution](#)

3805.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[zltzlt's solution](#)

3806.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

3807.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[zltzlt's solution](#)

3808.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

3809.

1766E

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Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[zltzlt's solution](#)

3810.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[zltzlt's solution](#)

3811.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[zltzlt's solution](#)

3812.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[zltzlt's solution](#)

3813.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zltzlt's solution](#)

3814.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zltzlt's solution](#)

3815.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[zltzlt's solution](#)

3816.

1600F

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Quality: 616 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[zltzlt's solution](#)

3817.

1748E

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Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zltzlt's solution](#)

3818.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[zltzlt's solution](#)

3819.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[zltzlt's solution](#)

3820.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[zltzlt's solution](#)

3821.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

3822.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

3823.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[zltzlt's solution](#)

3824.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[zltzlt's solution](#)

3825.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[zltzlt's solution](#)

3826.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[zltzlt's solution](#)

3827.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[zltzlt's solution](#)

3828.

1342E

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Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[zltzlt's solution](#)

3829.

1093G

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Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[zltzlt's solution](#)

3830.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[zltzlt's solution](#)

3831.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3832.

803G

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Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

3833.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

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3834.

414D

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Quality: 748 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

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3835.

294E

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Quality: 1,114 global accepts · Rating: 2300 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

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3836.

1706E

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Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zltzlt's solution](#)

3837.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[zltzlt's solution](#)

3838.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[zltzlt's solution](#)

3839.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zltzlt's solution](#)

3840.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2022-02-22 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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3841.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

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3842.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

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3843.

1699D

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Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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3844.

1693C

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Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

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3845.

1698E

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Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[zltzlt's solution](#)

3846.

1623D

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Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

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3847.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[zltzlt's solution](#)

3848.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zltzlt's solution](#)

3849.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[zltzlt's solution](#)

3850.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

3851.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zltzlt's solution](#)

3852.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

3853.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[zltzlt's solution](#)

3854.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[zltzlt's solution](#)

3855.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[zltzlt's solution](#)

3856.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[zltzlt's solution](#)

3857.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

3858.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[zltzlt's solution](#)

3859.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zltzlt's solution](#)

3860.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[zltzlt's solution](#)

3861.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-08-26 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zltzlt's solution](#)

3862.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[zltzlt's solution](#)

3863.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[zltzlt's solution](#)

3864.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[zltzlt's solution](#)

3865.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-08-28 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[zltzlt's solution](#)

3866.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[zltzlt's solution](#)

3867.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[zltzlt's solution](#)

3868.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[zltzlt's solution](#)

3869.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[zltzlt's solution](#)

3870.

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zltzlt's solution](#)

3871.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

3872.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[zltzlt's solution](#)

3873.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[zltzlt's solution](#)

3874.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

3875.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[zltzlt's solution](#)

3876.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[zltzlt's solution](#)

3877.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[zltzlt's solution](#)

3878.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[zltzlt's solution](#)

3879.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

3880.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[zltzlt's solution](#)

3881.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[zltzlt's solution](#)

3882.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[zltzlt's solution](#)

3883.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[zltzlt's solution](#)

3884.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[zltzlt's solution](#)

3885.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zltzlt's solution](#)

3886.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zltzlt's solution](#)

3887.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[zltzlt's solution](#)

3888.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

3889.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[zltzlt's solution](#)

3890.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[zltzlt's solution](#)

3891.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[zltzlt's solution](#)

3892.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zltzlt's solution](#)

3893.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[zltzlt's solution](#)

3894.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[zltzlt's solution](#)

3895.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

3896.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zltzlt's solution](#)

3897.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zltzlt's solution](#)

3898.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[zltzlt's solution](#)

3899.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[zltzlt's solution](#)

3900.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[zltzlt's solution](#)

3901.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[zltzlt's solution](#)

3902.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[zltzlt's solution](#)

3903.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dp, trees

[zltzlt's solution](#)

3904.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[zltzlt's solution](#)

3905.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[zltzlt's solution](#)

3906.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[zltzlt's solution](#)

3907.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[zltzlt's solution](#)

3908.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[zltzlt's solution](#)

3909.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-10-27 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zltzlt's solution](#)

3910.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[zltzlt's solution](#)

3911.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[zltzlt's solution](#)

3912.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zltzlt's solution](#)

3913.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[zltzlt's solution](#)

3914.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[zltzlt's solution](#)

3915.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[zltzlt's solution](#)

3916.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[zltzlt's solution](#)

3917.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
[zltzlt's solution](#)

3918.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zltzlt's solution](#)

3919.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[zltzlt's solution](#)

3920.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[zltzlt's solution](#)

3921.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[zltzlt's solution](#)

3922.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[zltzlt's solution](#)

3923.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[zltzlt's solution](#)

3924.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[zltzlt's solution](#)

3925.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

3926.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[zltzlt's solution](#)

3927.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[zltzlt's solution](#)

3928.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[zltzlt's solution](#)

3929.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[zltzlt's solution](#)

3930.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[zltzlt's solution](#)

3931.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[zltzlt's solution](#)

3932.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[zltzlt's solution](#)

3933.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zltzlt's solution](#)

3934.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zltzlt's solution](#)

3935.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zltzlt's solution](#)

3936.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zltzlt's solution](#)

3937.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

3938.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, hashing, implementation, strings

[zltzlt's solution](#)

3939.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[zltzlt's solution](#)

3940.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

3941.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[zltzlt's solution](#)

3942.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

3943.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zltzlt's solution](#)

3944.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[zltzlt's solution](#)

3945.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-01-20 · last AC: 2024-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[zltzlt's solution](#)

3946.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[zltzlt's solution](#)

3947.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[zltzlt's solution](#)

3948.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-04-13 · last AC: 2024-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

3949.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[zltzlt's solution](#)

3950.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[zltzlt's solution](#)

3951.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

3952.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zltzlt's solution](#)

3953.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[zltzlt's solution](#)

3954.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zltzlt's solution](#)

3955.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[zltzlt's solution](#)

3956.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[zltzlt's solution](#)

3957.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zltzlt's solution](#)

3958.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zltzlt's solution](#)

3959.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[zltzlt's solution](#)

3960.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

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3961.

1979E

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Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

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3962.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zltzlt's solution](#)

3963.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[zltzlt's solution](#)

3964.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[zltzlt's solution](#)

3965.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-01-15 · last AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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3966.

377D

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Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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3967.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

3968.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[zltzlt's solution](#)

3969.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

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3970.

524E

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Quality: 1,336 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

3971.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

3972.

204D

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Quality: 638 global accepts · Rating: 2400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

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3973.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[zltzlt's solution](#)

3974.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[zltzlt's solution](#)

3975.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

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3976.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[zltzlt's solution](#)

3977.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: flows

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3978.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[zltzlt's solution](#)

3979.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities

[zltzlt's solution](#)

3980.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zltzlt's solution](#)

3981.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

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3982.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[zltzlt's solution](#)

3983.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[zltzlt's solution](#)

3984.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

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3985.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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3986.

1286C1

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Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-03-06 · last AC: 2024-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

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3987.

1924C

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Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

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3988.

1017E

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Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, strings

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3989.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

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3990.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

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3991.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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3992.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

3993.

744C

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Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

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3994.

1909E

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3995.

1913E

[Matrix Problem](#) · [Tutorial](#)

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3996.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zltzlt's solution](#)

3997.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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3998.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[zltzlt's solution](#)

3999.

1902F

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Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

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4000.

1526E

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Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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4001.

794D

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Quality: 914 global accepts · Rating: 2400 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

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4002.

922F

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Quality: 743 global accepts · Rating: 2400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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4003.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zltzlt's solution](#)

4004.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

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4005.

1725L

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Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4006.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

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4007.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

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4008.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

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4009.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

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4010.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

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4011.

567F

[Mausoleum](#) · [Tutorial](#)

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4012.

1374F

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Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[zltzlt's solution](#)

4013.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

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4014.

946F

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Quality: 645 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

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4015.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

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4016.

1886E

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Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

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4017.

1594F

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Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

4018.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

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4019.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

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4020.

1882E1

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Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

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4021.

1879E

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Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

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4022.

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

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4023.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

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4024.

177G1

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Quality: 226 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

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4025.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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4026.

1860E

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Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, graphs, shortest paths

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4027.

1852C

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Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

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4028.

1844E

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Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

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4029.

24D

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Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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4030.

1848F

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Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

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4031.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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4032.

1027F

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Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[zltzlt's solution](#)

4033.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[zltzlt's solution](#)

4034.

1839E

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Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

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4035.

1830C

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4036.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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4037.

1784D

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Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4038.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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4039.

1827B2

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Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

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4040.

1826E

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Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

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4041.

1096G

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4042.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

4043.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[zltzlt's solution](#)

4044.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zltzlt's solution](#)

4045.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, dfs and similar, greedy, trees

[zltzlt's solution](#)

4046.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[zltzlt's solution](#)

4047.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[zltzlt's solution](#)

4048.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[zltzlt's solution](#)

4049.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zltzlt's solution](#)

4050.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[zltzlt's solution](#)

4051.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[zltzlt's solution](#)

4052.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[zltzlt's solution](#)

4053.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[zltzlt's solution](#)

4054.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4055.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[zltzlt's solution](#)

4056.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[zltzlt's solution](#)

4057.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zltzlt's solution](#)

4058.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

4059.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zltzlt's solution](#)

4060.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zltzlt's solution](#)

4061.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[zltzlt's solution](#)

4062.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zltzlt's solution](#)

4063.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[zltzlt's solution](#)

4064.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

4065.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy
[zltzlt's solution](#)

4066.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[zltzlt's solution](#)

4067.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[zltzlt's solution](#)

4068.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[zltzlt's solution](#)

4069.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[zltzlt's solution](#)

4070.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[zltzlt's solution](#)

4071.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zltzlt's solution](#)

4072.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[zltzlt's solution](#)

4073.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

4074.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[zltzlt's solution](#)

4075.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[zltzlt's solution](#)

4076.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[zltzlt's solution](#)

4077.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zltzlt's solution](#)

4078.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zltzlt's solution](#)

4079.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[zltzlt's solution](#)

4080.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zltzlt's solution](#)

4081.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zltzlt's solution](#)

4082.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[zltzlt's solution](#)

4083.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[zltzlt's solution](#)

4084.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data

structures, dsu, greedy, matrices

[zltzlt's solution](#)

4085.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zltzlt's solution](#)

4086.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zltzlt's solution](#)

4087.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[zltzlt's solution](#)

4088.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

4089.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[zltzlt's solution](#)

4090.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zltzlt's solution](#)

4091.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[zltzlt's solution](#)

4092.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[zltzlt's solution](#)

4093.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[zltzlt's solution](#)

4094.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[zltzlt's solution](#)

4095.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[zltzlt's solution](#)

4096.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[zltzlt's solution](#)

4097.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-23 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[zltzlt's solution](#)

4098.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[zltzlt's solution](#)

4099.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4100.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4101.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zltzlt's solution](#)

4102.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[zltzlt's solution](#)

4103.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[zltzlt's solution](#)

4104.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[zltzlt's solution](#)

4105.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[zltzlt's solution](#)

4106.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[zltzlt's solution](#)

4107.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[zltzlt's solution](#)

4108.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[zltzlt's solution](#)

4109.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[zltzlt's solution](#)

4110.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[zltzlt's solution](#)

4111.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[zltzlt's solution](#)

4112.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-02 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[zltzlt's solution](#)

4113.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[zltzlt's solution](#)

4114.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-10-19 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zltzlt's solution](#)

4115.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[zltzlt's solution](#)

4116.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[zltzlt's solution](#)

4117.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[zltzlt's solution](#)

4118.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zltzlt's solution](#)

4119.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zltzlt's solution](#)

4120.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[zltzlt's solution](#)

4121.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[zltzlt's solution](#)

4122.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zltzlt's solution](#)

4123.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[zltzlt's solution](#)

4124.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[zltzlt's solution](#)

4125.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[zltzlt's solution](#)

4126.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[zltzlt's solution](#)

4127.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[zltzlt's solution](#)

4128.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs
[zltzlt's solution](#)

4129.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[zltzlt's solution](#)

4130.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[zltzlt's solution](#)

4131.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[zltzlt's solution](#)

4132.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[zltzlt's solution](#)

4133.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[zltzlt's solution](#)

4134.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[zltzlt's solution](#)

4135.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zltzlt's solution](#)

4136.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[zltzlt's solution](#)

4137.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[zltzlt's solution](#)

4138.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

4139.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

4140.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

4141.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[zltzlt's solution](#)

4142.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[zltzlt's solution](#)

4143.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

4144.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[zltzlt's solution](#)

4145.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[zltzlt's solution](#)

4146.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[zltzlt's solution](#)

4147.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

4148.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[zltzlt's solution](#)

4149.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zltzlt's solution](#)

4150.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

4151.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[zltzlt's solution](#)

4152.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[zltzlt's solution](#)

4153.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

4154.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4155.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

4156.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[zltzlt's solution](#)

4157.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

4158.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[zltzlt's solution](#)

4159.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math
[zltzlt's solution](#)

4160.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

4161.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[zltzlt's solution](#)

4162.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[zltzlt's solution](#)

4163.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

4164.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[zltzlt's solution](#)

4165.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

4166.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[zltzlt's solution](#)

4167.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures, sortings
[zltzlt's solution](#)

4168.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices
[zltzlt's solution](#)

4169.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[zltzlt's solution](#)

4170.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zltzlt's solution](#)

4171.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[zltzlt's solution](#)

4172.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[zltzlt's solution](#)

4173.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[zltzlt's solution](#)

4174.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
[zltzlt's solution](#)

4175.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[zltzlt's solution](#)

4176.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[zltzlt's solution](#)

4177.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
[zltzlt's solution](#)

4178.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[zltzlt's solution](#)

4179.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-03 · last AC: 2025-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[zltzlt's solution](#)

4180.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[zltzlt's solution](#)

4181.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
[zltzlt's solution](#)

4182.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[zltzlt's solution](#)

4183.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[zltzlt's solution](#)

4184.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

4185.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[zltzlt's solution](#)

4186.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

4187.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zltzlt's solution](#)

4188.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zltzlt's solution](#)

4189.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zltzlt's solution](#)

4190.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[zltzlt's solution](#)

4191.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[zltzlt's solution](#)

4192.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[zltzlt's solution](#)

4193.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[zltzlt's solution](#)

4194.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[zltzlt's solution](#)

4195.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees

[zltzlt's solution](#)

4196.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu

[zltzlt's solution](#)

4197.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[zltzlt's solution](#)

4198.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[zltzlt's solution](#)

4199.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[zltzlt's solution](#)

4200.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zltzlt's solution](#)

4201.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[zltzlt's solution](#)

4202.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[zltzlt's solution](#)

4203.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[zltzlt's solution](#)

4204.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[zltzlt's solution](#)

4205.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing,

string suffix structures, strings

[zltzlt's solution](#)

4206.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[zltzlt's solution](#)

4207.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zltzlt's solution](#)

4208.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[zltzlt's solution](#)

4209.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[zltzlt's solution](#)

4210.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zltzlt's solution](#)

4211.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4212.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[zltzlt's solution](#)

4213.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[zltzlt's solution](#)

4214.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[zltzlt's solution](#)

4215.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[zltzlt's solution](#)

4216.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[zltzlt's solution](#)

4217.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zltzlt's solution](#)

4218.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[zltzlt's solution](#)

4219.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

4220.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

4221.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[zltzlt's solution](#)

4222.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[zltzlt's solution](#)

4223.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4224.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4225.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[zltzlt's solution](#)

4226.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[zltzlt's solution](#)

4227.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[zltzlt's solution](#)

4228.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[zltzlt's solution](#)

4229.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2024-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[zltzlt's solution](#)

4230.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[zltzlt's solution](#)

4231.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation
[zltzlt's solution](#)

4232.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[zltzlt's solution](#)

4233.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy
[zltzlt's solution](#)

4234.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-10-03 · last AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs
[zltzlt's solution](#)

4235.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

4236.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4237.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[zltzlt's solution](#)

4238.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4239.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-11 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[zltzlt's solution](#)

4240.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zltzlt's solution](#)

4241.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[zltzlt's solution](#)

4242.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[zltzlt's solution](#)

4243.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[zltzlt's solution](#)

4244.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[zltzlt's solution](#)

4245.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

data structures, implementation, two pointers

[zltzlt's solution](#)

4246.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-04-27 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[zltzlt's solution](#)

4247.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[zltzlt's solution](#)

4248.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[zltzlt's solution](#)

4249.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[zltzlt's solution](#)

4250.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[zltzlt's solution](#)

4251.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-02-15 · last AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

4252.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[zltzlt's solution](#)

4253.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-25 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[zltzlt's solution](#)

4254.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zltzlt's solution](#)

4255.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2024-05-12 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zltzlt's solution](#)

4256.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

4257.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees
[zltzlt's solution](#)

4258.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[zltzlt's solution](#)

4259.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[zltzlt's solution](#)

4260.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[zltzlt's solution](#)

4261.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[zltzlt's solution](#)

4262.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[zltzlt's solution](#)

4263.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[zltzlt's solution](#)

4264.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation
[zltzlt's solution](#)

4265.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[zltzlt's solution](#)

4266.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[zltzlt's solution](#)

4267.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zltzlt's solution](#)

4268.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

4269.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[zltzlt's solution](#)

4270.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[zltzlt's solution](#)

4271.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

4272.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

[zltzlt's solution](#)

4273.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[zltzlt's solution](#)

4274.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[zltzlt's solution](#)

4275.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[zltzlt's solution](#)

4276.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[zltzlt's solution](#)

4277.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[zltzlt's solution](#)

4278.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

4279.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[zltzlt's solution](#)

4280.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[zltzlt's solution](#)

4281.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[zltzlt's solution](#)

4282.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4283.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[zltzlt's solution](#)

4284.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zltzlt's solution](#)

4285.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[zltzlt's solution](#)

4286.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[zltzlt's solution](#)

4287.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

4288.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[zltzlt's solution](#)

4289.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[zltzlt's solution](#)

4290.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-01-26 · last AC: 2024-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zltzlt's solution](#)

4291.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[zltzlt's solution](#)

4292.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

4293.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-10-05 · last AC: 2024-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zltzlt's solution](#)

4294.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[zltzlt's solution](#)

4295.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[zltzlt's solution](#)

4296.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[zltzlt's solution](#)

4297.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[zltzlt's solution](#)

4298.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

4299.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zltzlt's solution](#)

4300.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math

[zltzlt's solution](#)

4301.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4302.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

4303.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4304.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[zltzlt's solution](#)

4305.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[zltzlt's solution](#)

4306.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-11-16 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zltzlt's solution](#)

4307.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

4308.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4309.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[zltzlt's solution](#)

4310.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[zltzlt's solution](#)

4311.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

4312.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

4313.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[zltzlt's solution](#)

4314.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[zltzlt's solution](#)

4315.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[zltzlt's solution](#)

4316.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[zltzlt's solution](#)

4317.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

4318.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zltzlt's solution](#)

4319.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[zltzlt's solution](#)

4320.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[zltzlt's solution](#)

4321.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[zltzlt's solution](#)

4322.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[zltzlt's solution](#)

4323.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math,

number theory

[zltzlt's solution](#)

4324.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[zltzlt's solution](#)

4325.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

4326.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[zltzlt's solution](#)

4327.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zltzlt's solution](#)

4328.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

4329.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zltzlt's solution](#)

4330.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[zltzlt's solution](#)

4331.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[zltzlt's solution](#)

4332.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4333.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, interactive, sortings

[zltzlt's solution](#)

4334.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

4335.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[zltzlt's solution](#)

4336.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zltzlt's solution](#)

4337.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[zltzlt's solution](#)

4338.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[zltzlt's solution](#)

4339.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[zltzlt's solution](#)

4340.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

4341.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[zltzlt's solution](#)

4342.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

dp, math

[zltzlt's solution](#)

4343.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[zltzlt's solution](#)

4344.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[zltzlt's solution](#)

4345.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zltzlt's solution](#)

4346.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[zltzlt's solution](#)

4347.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[zltzlt's solution](#)

4348.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[zltzlt's solution](#)

4349.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[zltzlt's solution](#)

4350.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[zltzlt's solution](#)

4351.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[zltzlt's solution](#)

4352.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[zltzlt's solution](#)

4353.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zltzlt's solution](#)

4354.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[zltzlt's solution](#)

4355.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[zltzlt's solution](#)

4356.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[zltzlt's solution](#)

4357.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[zltzlt's solution](#)

4358.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zltzlt's solution](#)

4359.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zltzlt's solution](#)

4360.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[zltzlt's solution](#)

4361.

437E

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[zltzlt's solution](#)

4362.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive

[zltzlt's solution](#)

4363.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[zltzlt's solution](#)

4364.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[zltzlt's solution](#)

4365.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zltzlt's solution](#)

4366.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

4367.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[zltzlt's solution](#)

4368.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zltzlt's solution](#)

4369.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[zltzlt's solution](#)

4370.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zltzlt's solution](#)

4371.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[zltzlt's solution](#)

4372.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zltzlt's solution](#)

4373.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[zltzlt's solution](#)

4374.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[zltzlt's solution](#)

4375.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[zltzlt's solution](#)

4376.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zltzlt's solution](#)

4377.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zltzlt's solution](#)

4378.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[zltzlt's solution](#)

4379.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[zltzlt's solution](#)

4380.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zltzlt's solution](#)

4381.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[zltzlt's solution](#)

4382.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[zltzlt's solution](#)

4383.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[zltzlt's solution](#)

4384.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zltzlt's solution](#)

4385.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zltzlt's solution](#)

4386.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[zltzlt's solution](#)

4387.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[zltzlt's solution](#)

4388.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[zltzlt's solution](#)

4389.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

4390.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zltzlt's solution](#)

4391.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[zltzlt's solution](#)

4392.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[zltzlt's solution](#)

4393.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[zltzlt's solution](#)

4394.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[zltzlt's solution](#)

4395.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[zltzlt's solution](#)

4396.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[zltzlt's solution](#)

4397.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[zltzlt's solution](#)

4398.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[zltzlt's solution](#)

4399.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[zltzlt's solution](#)

4400.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[zltzlt's solution](#)

4401.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[zltzlt's solution](#)

4402.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[zltzlt's solution](#)

4403.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[zltzlt's solution](#)

4404.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zltzlt's solution](#)

4405.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[zltzlt's solution](#)

4406.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zltzlt's solution](#)

4407.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[zltzlt's solution](#)

4408.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[zltzlt's solution](#)

4409.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4410.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zltzlt's solution](#)

4411.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

4412.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4413.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[zltzlt's solution](#)

4414.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[zltzlt's solution](#)

4415.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[zltzlt's solution](#)

4416.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4417.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[zltzlt's solution](#)

4418.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4419.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[zltzlt's solution](#)

4420.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4421.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zltzlt's solution](#)

4422.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[zltzlt's solution](#)

4423.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[zltzlt's solution](#)

4424.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[zltzlt's solution](#)

4425.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, number theory
[zltzlt's solution](#)

4426.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[zltzlt's solution](#)

4427.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[zltzlt's solution](#)

4428.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[zltzlt's solution](#)

4429.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[zltzlt's solution](#)

4430.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[zltzlt's solution](#)

4431.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[zltzlt's solution](#)

4432.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[zltzlt's solution](#)

4433.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[zltzlt's solution](#)

4434.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[zltzlt's solution](#)

4435.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[zltzlt's solution](#)

4436.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[zltzlt's solution](#)

4437.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[zltzlt's solution](#)

4438.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zltzlt's solution](#)

4439.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zltzlt's solution](#)

4440.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[zltzlt's solution](#)

4441.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms,

greedy, math, trees

[zltzlt's solution](#)

4442.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[zltzlt's solution](#)

4443.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[zltzlt's solution](#)

4444.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[zltzlt's solution](#)

4445.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-08-04 · last AC: 2025-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4446.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · last AC: 2025-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[zltzlt's solution](#)

4447.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[zltzlt's solution](#)

4448.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zltzlt's solution](#)

4449.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4450.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[zltzlt's solution](#)

4451.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[zltzlt's solution](#)

4452.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[zltzlt's solution](#)

4453.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[zltzlt's solution](#)

4454.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zltzlt's solution](#)

4455.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[zltzlt's solution](#)

4456.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[zltzlt's solution](#)

4457.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[zltzlt's solution](#)

4458.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4459.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[zltzlt's solution](#)

4460.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[zltzlt's solution](#)

4461.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[zltzlt's solution](#)

4462.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[zltzlt's solution](#)

4463.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[zltzlt's solution](#)

4464.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[zltzlt's solution](#)

4465.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

4466.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[zltzlt's solution](#)

4467.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[zltzlt's solution](#)

4468.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[zltzlt's solution](#)

4469.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[zltzlt's solution](#)

4470.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

4471.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4472.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

4473.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4474.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[zltzlt's solution](#)

4475.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-01-10 · last AC: 2024-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[zltzlt's solution](#)

4476.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[zltzlt's solution](#)

4477.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zltzlt's solution](#)

4478.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[zltzlt's solution](#)

4479.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4480.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[zltzlt's solution](#)

4481.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

4482.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zltzlt's solution](#)

4483.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zltzlt's solution](#)

4484.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[zltzlt's solution](#)

4485.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[zltzlt's solution](#)

4486.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4487.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

4488.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[zltzlt's solution](#)

4489.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4490.

1700E

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Quality: 955 global accepts · Rating: 2600 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[zltzlt's solution](#)

4491.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-04-24 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

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4492.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[zltzlt's solution](#)

4493.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[zltzlt's solution](#)

4494.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4495.

1510B

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Quality: 975 global accepts · Rating: 2600 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[zltzlt's solution](#)

4496.

1340D

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Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zltzlt's solution](#)

4497.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[zltzlt's solution](#)

4498.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[zltzlt's solution](#)

4499.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[zltzlt's solution](#)

4500.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[zltzlt's solution](#)

4501.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[zltzlt's solution](#)

4502.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zltzlt's solution](#)

4503.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[zltzlt's solution](#)

4504.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[zltzlt's solution](#)

4505.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zltzlt's solution](#)

4506.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[zltzlt's solution](#)

4507.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[zltzlt's solution](#)

4508.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

4509.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[zltzlt's solution](#)

4510.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[zltzlt's solution](#)

4511.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[zltzlt's solution](#)

4512.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[zltzlt's solution](#)

4513.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[zltzlt's solution](#)

4514.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[zltzlt's solution](#)

4515.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[zltzlt's solution](#)

4516.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[zltzlt's solution](#)

4517.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[zltzlt's solution](#)

4518.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-03-15 · last AC: 2024-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4519.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[zltzlt's solution](#)

4520.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

4521.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[zltzlt's solution](#)

4522.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[zltzlt's solution](#)

4523.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[zltzlt's solution](#)

4524.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zltzlt's solution](#)

4525.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[zltzlt's solution](#)

4526.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[zltzlt's solution](#)

4527.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[zltzlt's solution](#)

4528.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4529.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[zltzlt's solution](#)

4530.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer

[zltzlt's solution](#)

4531.

1073G

[Yet Another LCP Problem](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[zltzlt's solution](#)

4532.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[zltzlt's solution](#)

4533.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4534.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zltzlt's solution](#)

4535.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

4536.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[zltzlt's solution](#)

4537.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[zltzlt's solution](#)

4538.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zltzlt's solution](#)

4539.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[zltzlt's solution](#)

4540.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

4541.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[zltzlt's solution](#)

4542.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

4543.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[zltzlt's solution](#)

4544.

177G2

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: matrices, strings

[zltzlt's solution](#)

4545.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[zltzlt's solution](#)

4546.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4547.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[zltzlt's solution](#)

4548.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[zltzlt's solution](#)

4549.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[zltzlt's solution](#)

4550.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

4551.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zltzlt's solution](#)

4552.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-03-28 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zltzlt's solution](#)

4553.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zltzlt's solution](#)

4554.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zltzlt's solution](#)

4555.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[zltzlt's solution](#)

4556.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[zltzlt's solution](#)

4557.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[zltzlt's solution](#)

4558.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[zltzlt's solution](#)

4559.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[zltzlt's solution](#)

4560.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zltzlt's solution](#)

4561.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[zltzlt's solution](#)

4562.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4563.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[zltzlt's solution](#)

4564.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zltzlt's solution](#)

4565.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[zltzlt's solution](#)

4566.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[zltzlt's solution](#)

4567.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[zltzlt's solution](#)

4568.

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[zltzlt's solution](#)

4569.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

4570.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths
[zltzlt's solution](#)

4571.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[zltzlt's solution](#)

4572.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
[zltzlt's solution](#)

4573.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[zltzlt's solution](#)

4574.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[zltzlt's solution](#)

4575.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

4576.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[zltzlt's solution](#)

4577.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees
[zltzlt's solution](#)

4578.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[zltzlt's solution](#)

4579.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[zltzlt's solution](#)

4580.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[zltzlt's solution](#)

4581.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[zltzlt's solution](#)

4582.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[zltzlt's solution](#)

4583.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

4584.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[zltzlt's solution](#)

4585.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[zltzlt's solution](#)

4586.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[zltzlt's solution](#)

4587.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

4588.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

4589.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

hashing, strings

[zltzlt's solution](#)

4590.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

4591.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[zltzlt's solution](#)

4592.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zltzlt's solution](#)

4593.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[zltzlt's solution](#)

4594.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[zltzlt's solution](#)

4595.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zltzlt's solution](#)

4596.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[zltzlt's solution](#)

4597.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[zltzlt's solution](#)

4598.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[zltzlt's solution](#)

4599.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and

similar, dsu, graphs, trees

[zltzlt's solution](#)

4600.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

4601.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[zltzlt's solution](#)

4602.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zltzlt's solution](#)

4603.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[zltzlt's solution](#)

4604.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zltzlt's solution](#)

4605.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[zltzlt's solution](#)

4606.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[zltzlt's solution](#)

4607.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

4608.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

4609.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[zltzlt's solution](#)

4610.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

4611.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zltzlt's solution](#)

4612.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[zltzlt's solution](#)

4613.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[zltzlt's solution](#)

4614.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4615.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

4616.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[zltzlt's solution](#)

4617.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4618.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4619.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2700 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[zltzlt's solution](#)

4620.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[zltzlt's solution](#)

4621.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-04-13 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[zltzlt's solution](#)

4622.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[zltzlt's solution](#)

4623.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[zltzlt's solution](#)

4624.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[zltzlt's solution](#)

4625.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[zltzlt's solution](#)

4626.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4627.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[zltzlt's solution](#)

4628.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[zltzlt's solution](#)

4629.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

4630.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dsu, graphs, trees

[zltzlt's solution](#)

4631.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[zltzlt's solution](#)

4632.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[zltzlt's solution](#)

4633.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zltzlt's solution](#)

4634.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[zltzlt's solution](#)

4635.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[zltzlt's solution](#)

4636.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4637.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4638.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4639.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[zltzlt's solution](#)

4640.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[zltzlt's solution](#)

4641.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zltzlt's solution](#)

4642.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[zltzlt's solution](#)

4643.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[zltzlt's solution](#)

4644.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

4645.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4646.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[zltzlt's solution](#)

4647.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

4648.

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[zltzlt's solution](#)

4649.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zltzlt's solution](#)

4650.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[zltzlt's solution](#)

4651.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[zltzlt's solution](#)

4652.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[zltzlt's solution](#)

4653.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[zltzlt's solution](#)

4654.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[zltzlt's solution](#)

4655.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[zltzlt's solution](#)

4656.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[zltzlt's solution](#)

4657.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

4658.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[zltzlt's solution](#)

4659.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[zltzlt's solution](#)

4660.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[zltzlt's solution](#)

4661.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[zltzlt's solution](#)

4662.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[zltzlt's solution](#)

4663.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers
[zltzlt's solution](#)

4664.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[zltzlt's solution](#)

4665.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[zltzlt's solution](#)

4666.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers
[zltzlt's solution](#)

4667.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[zltzlt's solution](#)

4668.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers
[zltzlt's solution](#)

4669.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[zltzlt's solution](#)

4670.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[zltzlt's solution](#)

4671.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[zltzlt's solution](#)

4672.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-01-12 · last AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[zltzlt's solution](#)

4673.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees
[zltzlt's solution](#)

4674.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[zltzlt's solution](#)

4675.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures
[zltzlt's solution](#)

4676.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2022-11-21 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[zltzlt's solution](#)

4677.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[zltzlt's solution](#)

4678.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[zltzlt's solution](#)

4679.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-04 · last AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[zltzlt's solution](#)

4680.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dp, geometry, math, sortings

[zltzlt's solution](#)

4681.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-07-18 · last AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[zltzlt's solution](#)

4682.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[zltzlt's solution](#)

4683.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zltzlt's solution](#)

4684.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[zltzlt's solution](#)

4685.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zltzlt's solution](#)

4686.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[zltzlt's solution](#)

4687.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive

[zltzlt's solution](#)

4688.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[zltzlt's solution](#)

4689.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[zltzlt's solution](#)

4690.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[zltzlt's solution](#)

4691.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[zltzlt's solution](#)

4692.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[zltzlt's solution](#)

4693.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

4694.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[zltzlt's solution](#)

4695.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4696.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[zltzlt's solution](#)

4697.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[zltzlt's solution](#)

4698.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

4699.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[zltzlt's solution](#)

4700.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[zltzlt's solution](#)

4701.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[zltzlt's solution](#)

4702.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[zltzlt's solution](#)

4703.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

4704.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[zltzlt's solution](#)

4705.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zltzlt's solution](#)

4706.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

4707.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[zltzlt's solution](#)

4708.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

4709.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-10-07 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[zltzlt's solution](#)

4710.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[zltzlt's solution](#)

4711.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[zltzlt's solution](#)

4712.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[zltzlt's solution](#)

4713.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4714.

1510E

[Equilibrium Point /textbackslash/textbackslash](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

4715.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[zltzlt's solution](#)

4716.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[zltzlt's solution](#)

4717.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[zltzlt's solution](#)

4718.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[zltzlt's solution](#)

4719.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[zltzlt's solution](#)

4720.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[zltzlt's solution](#)

4721.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[zltzlt's solution](#)

4722.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

4723.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[zltzlt's solution](#)

4724.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[zltzlt's solution](#)

4725.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[zltzlt's solution](#)

4726.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zltzlt's solution](#)

4727.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zltzlt's solution](#)

4728.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-03-31 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

4729.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[zltzlt's solution](#)

4730.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zltzlt's solution](#)

4731.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[zltzlt's solution](#)

4732.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[zltzlt's solution](#)

4733.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[zltzlt's solution](#)

4734.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[zltzlt's solution](#)

4735.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[zltzlt's solution](#)

4736.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[zltzlt's solution](#)

4737.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[zltzlt's solution](#)

4738.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zltzlt's solution](#)

4739.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[zltzlt's solution](#)

4740.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

4741.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zltzlt's solution](#)

4742.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zltzlt's solution](#)

4743.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zltzlt's solution](#)

4744.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[zltzlt's solution](#)

4745.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[zltzlt's solution](#)

4746.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[zltzlt's solution](#)

4747.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[zltzlt's solution](#)

4748.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[zltzlt's solution](#)

4749.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[zltzlt's solution](#)

4750.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[zltzlt's solution](#)

4751.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[zltzlt's solution](#)

4752.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

4753.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[zltzlt's solution](#)

4754.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[zltzlt's solution](#)

4755.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[zltzlt's solution](#)

4756.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[zltzlt's solution](#)

4757.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[zltzlt's solution](#)

4758.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[zltzlt's solution](#)

4759.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[zltzlt's solution](#)

4760.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[zltzlt's solution](#)

4761.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[zltzlt's solution](#)

4762.

113D

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Quality: 818 global accepts · Rating: 2700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities
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4763.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
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4764.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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4765.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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4766.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[zltzlt's solution](#)

4767.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[zltzlt's solution](#)

4768.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[zltzlt's solution](#)

4769.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-02 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[zltzlt's solution](#)

4770.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

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4771.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[zltzlt's solution](#)

4772.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[zltzlt's solution](#)

4773.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[zltzlt's solution](#)

4774.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zltzlt's solution](#)

4775.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zltzlt's solution](#)

4776.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zltzlt's solution](#)

4777.

1148F

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Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zltzlt's solution](#)

4778.

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[zltzlt's solution](#)

4779.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[zltzlt's solution](#)

4780.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[zltzlt's solution](#)

4781.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees
[zltzlt's solution](#)

4782.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[zltzlt's solution](#)

4783.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dsu
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4784.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[zltzlt's solution](#)

4785.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[zltzlt's solution](#)

4786.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[zltzlt's solution](#)

4787.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees
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4788.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
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4789.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

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4790.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

4791.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

4792.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4793.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[zltzlt's solution](#)

4794.

1389G

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Quality: 495 global accepts · Rating: 2800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zltzlt's solution](#)

4795.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[zltzlt's solution](#)

4796.

2147F

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Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[zltzlt's solution](#)

4797.

750F

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Quality: 595 global accepts · Rating: 2800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[zltzlt's solution](#)

4798.

516D

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Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[zltzlt's solution](#)

4799.

2124F2

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Quality: 569 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

4800.

2112F

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Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[zltzlt's solution](#)

4801.

2107F2

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Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
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4802.

815D

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Quality: 751 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[zltzlt's solution](#)

4803.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices
[zltzlt's solution](#)

4804.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
[zltzlt's solution](#)

4805.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs
[zltzlt's solution](#)

4806.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[zltzlt's solution](#)

4807.

2053I1

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Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zltzlt's solution](#)

4808.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[zltzlt's solution](#)

4809.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[zltzlt's solution](#)

4810.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

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4811.

1685D1

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Quality: 513 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zltzlt's solution](#)

4812.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[zltzlt's solution](#)

4813.

2039F1

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Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zltzlt's solution](#)

4814.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

4815.

1491G

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Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[zltzlt's solution](#)

4816.

1654F

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Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zltzlt's solution](#)

4817.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4818.

2027E1

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Quality: 248 global accepts · Rating: 2800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[zltzlt's solution](#)

4819.

1684G

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Quality: 785 global accepts · Rating: 2800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[zltzlt's solution](#)

4820.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[zltzlt's solution](#)

4821.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[zltzlt's solution](#)

4822.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[zltzlt's solution](#)

4823.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-12-30 · last AC: 2024-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[zltzlt's solution](#)

4824.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4825.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[zltzlt's solution](#)

4826.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[zltzlt's solution](#)

4827.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[zltzlt's solution](#)

4828.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

4829.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[zltzlt's solution](#)

4830.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory
[zltzlt's solution](#)

4831.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[zltzlt's solution](#)

4832.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[zltzlt's solution](#)

4833.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-04-25 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[zltzlt's solution](#)

4834.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[zltzlt's solution](#)

4835.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[zltzlt's solution](#)

4836.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-17 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

4837.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[zltzlt's solution](#)

4838.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[zltzlt's solution](#)

4839.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

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4840.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[zltzlt's solution](#)

4841.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

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4842.

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[zltzlt's solution](#)

4843.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

4844.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zltzlt's solution](#)

4845.

1672F2

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Quality: 936 global accepts · Rating: 2800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

4846.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[zltzlt's solution](#)

4847.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[zltzlt's solution](#)

4848.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, divide and conquer, dp, math, trees

[zltzlt's solution](#)

4849.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[zltzlt's solution](#)

4850.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[zltzlt's solution](#)

4851.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[zltzlt's solution](#)

4852.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2023-10-15 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[zltzlt's solution](#)

4853.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zltzlt's solution](#)

4854.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zltzlt's solution](#)

4855.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[zltzlt's solution](#)

4856.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[zltzlt's solution](#)

4857.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[zltzlt's solution](#)

4858.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[zltzlt's solution](#)

4859.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[zltzlt's solution](#)

4860.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[zltzlt's solution](#)

4861.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zltzlt's solution](#)

4862.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

4863.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[zltzlt's solution](#)

4864.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zltzlt's solution](#)

4865.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[zltzlt's solution](#)

4866.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

4867.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[zltzlt's solution](#)

4868.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[zltzlt's solution](#)

4869.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zltzlt's solution](#)

4870.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zltzlt's solution](#)

4871.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive, math, probabilities

[zltzlt's solution](#)

4872.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[zltzlt's solution](#)

4873.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees

[zltzlt's solution](#)

4874.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[zltzlt's solution](#)

4875.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[zltzlt's solution](#)

4876.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[zltzlt's solution](#)

4877.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

4878.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[zltzlt's solution](#)

4879.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4880.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4881.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[zltzlt's solution](#)

4882.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[zltzlt's solution](#)

4883.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zltzlt's solution](#)

4884.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: flows

[zltzlt's solution](#)

4885.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zltzlt's solution](#)

4886.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[zltzlt's solution](#)

4887.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[zltzlt's solution](#)

4888.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[zltzlt's solution](#)

4889.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[zltzlt's solution](#)

4890.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees
[zltzlt's solution](#)

4891.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[zltzlt's solution](#)

4892.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

4893.

850D

[Tournament Construction](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[zltzlt's solution](#)

4894.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
[zltzlt's solution](#)

4895.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[zltzlt's solution](#)

4896.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft
[zltzlt's solution](#)

4897.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[zltzlt's solution](#)

4898.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings

[zltzlt's solution](#)

4899.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[zltzlt's solution](#)

4900.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[zltzlt's solution](#)

4901.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[zltzlt's solution](#)

4902.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[zltzlt's solution](#)

4903.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-01-26 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[zltzlt's solution](#)

4904.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4905.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zltzlt's solution](#)

4906.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[zltzlt's solution](#)

4907.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

4908.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[zltzlt's solution](#)

4909.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[zltzlt's solution](#)

4910.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[zltzlt's solution](#)

4911.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[zltzlt's solution](#)

4912.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[zltzlt's solution](#)

4913.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[zltzlt's solution](#)

4914.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive
[zltzlt's solution](#)

4915.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dp
[zltzlt's solution](#)

4916.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[zltzlt's solution](#)

4917.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[zltzlt's solution](#)

4918.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-02 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zltzlt's solution](#)

4919.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[zltzlt's solution](#)

4920.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[zltzlt's solution](#)

4921.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[zltzlt's solution](#)

4922.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[zltzlt's solution](#)

4923.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

4924.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[zltzlt's solution](#)

4925.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, math

[zltzlt's solution](#)

4926.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

4927.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[zltzlt's solution](#)

4928.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-10 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[zltzlt's solution](#)

4929.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[zltzlt's solution](#)

4930.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math

[zltzlt's solution](#)

4931.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[zltzlt's solution](#)

4932.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[zltzlt's solution](#)

4933.

2134F

[Permutation Oddness](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4934.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[zltzlt's solution](#)

4935.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[zltzlt's solution](#)

4936.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-04-29 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[zltzlt's solution](#)

4937.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · last AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[zltzlt's solution](#)

4938.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

4939.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[zltzlt's solution](#)

4940.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

4941.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[zltzlt's solution](#)

4942.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

4943.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

4944.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[zltzlt's solution](#)

4945.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zltzlt's solution](#)

4946.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[zltzlt's solution](#)

4947.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[zltzlt's solution](#)

4948.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zltzlt's solution](#)

4949.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[zltzlt's solution](#)

4950.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[zltzlt's solution](#)

4951.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[zltzlt's solution](#)

4952.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[zltzlt's solution](#)

4953.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[zltzlt's solution](#)

4954.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[zltzlt's solution](#)

4955.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[zltzlt's solution](#)

4956.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[zltzlt's solution](#)

4957.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[zltzlt's solution](#)

4958.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[zltzlt's solution](#)

4959.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[zltzlt's solution](#)

4960.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-08-14 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: math
[zltzlt's solution](#)

4961.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zltzlt's solution](#)

4962.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[zltzlt's solution](#)

4963.

65E

[Harry Potter and Moving Staircases](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 2900 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
[zltzlt's solution](#)

4964.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[zltzlt's solution](#)

4965.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings
[zltzlt's solution](#)

4966.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

4967.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-09-06 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[zltzlt's solution](#)

4968.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[zltzlt's solution](#)

4969.

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[zltzlt's solution](#)

4970.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[zltzlt's solution](#)

4971.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

4972.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[zltzlt's solution](#)

4973.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[zltzlt's solution](#)

4974.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[zltzlt's solution](#)

4975.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive, shortest paths

[zltzlt's solution](#)

4976.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

4977.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dp, geometry

[zltzlt's solution](#)

4978.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zltzlt's solution](#)

4979.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[zltzlt's solution](#)

4980.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, matrices

[zltzlt's solution](#)

4981.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

4982.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[zltzlt's solution](#)

4983.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[zltzlt's solution](#)

4984.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zltzlt's solution](#)

4985.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zltzlt's solution](#)

4986.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zltzlt's solution](#)

4987.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

4988.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2022-11-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[zltzlt's solution](#)

4989.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[zltzlt's solution](#)

4990.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[zltzlt's solution](#)

4991.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[zltzlt's solution](#)

4992.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[zltzlt's solution](#)

4993.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[zltzlt's solution](#)

4994.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

4995.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zltzlt's solution](#)

4996.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[zltzlt's solution](#)

4997.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[zltzlt's solution](#)

4998.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: flows

[zltzlt's solution](#)

4999.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[zltzlt's solution](#)

5000.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

5001.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zltzlt's solution](#)

5002.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5003.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[zltzlt's solution](#)

5004.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[zltzlt's solution](#)

5005.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

5006.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[zltzlt's solution](#)

5007.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

5008.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees
[zltzlt's solution](#)

5009.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[zltzlt's solution](#)

5010.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees
[zltzlt's solution](#)

5011.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zltzlt's solution](#)

5012.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[zltzlt's solution](#)

5013.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

5014.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[zltzlt's solution](#)

5015.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[zltzlt's solution](#)

5016.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[zltzlt's solution](#)

5017.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[zltzlt's solution](#)

5018.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows
[zltzlt's solution](#)

5019.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2021-11-21 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[zltzlt's solution](#)

5020.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[zltzlt's solution](#)

5021.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[zltzlt's solution](#)

5022.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[zltzlt's solution](#)

5023.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[zltzlt's solution](#)

5024.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[zltzlt's solution](#)

5025.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[zltzlt's solution](#)

5026.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-01 · last AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[zltzlt's solution](#)

5027.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees
[zltzlt's solution](#)

5028.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[zltzlt's solution](#)

5029.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[zltzlt's solution](#)

5030.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[zltzlt's solution](#)

5031.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

5032.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[zltzlt's solution](#)

5033.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[zltzlt's solution](#)

5034.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[zltzlt's solution](#)

5035.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[zltzlt's solution](#)

5036.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[zltzlt's solution](#)

5037.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zltzlt's solution](#)

5038.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-07 · last AC: 2025-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[zltzlt's solution](#)

5039.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[zltzlt's solution](#)

5040.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[zltzlt's solution](#)

5041.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[zltzlt's solution](#)

5042.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zltzlt's solution](#)

5043.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[zltzlt's solution](#)

5044.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zltzlt's solution](#)

5045.

1989F

[Simultaneous Coloring](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[zltzlt's solution](#)

5046.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zltzlt's solution](#)

5047.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zltzlt's solution](#)

5048.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[zltzlt's solution](#)

5049.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[zltzlt's solution](#)

5050.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zltzlt's solution](#)

5051.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[zltzlt's solution](#)

5052.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5053.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[zltzlt's solution](#)

5054.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[zltzlt's solution](#)

5055.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

5056.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[zltzlt's solution](#)

5057.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-09-23 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[zltzlt's solution](#)

5058.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[zltzlt's solution](#)

5059.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[zltzlt's solution](#)

5060.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[zltzlt's solution](#)

5061.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

5062.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[zltzlt's solution](#)

5063.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[zltzlt's solution](#)

5064.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[zltzlt's solution](#)

5065.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[zltzlt's solution](#)

5066.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[zltzlt's solution](#)

5067.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[zltzlt's solution](#)

5068.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-02-06 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zltzlt's solution](#)

5069.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[zltzlt's solution](#)

5070.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zltzlt's solution](#)

5071.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[zltzlt's solution](#)

5072.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

5073.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[zltzlt's solution](#)

5074.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[zltzlt's solution](#)

5075.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[zltzlt's solution](#)

5076.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive, shortest paths

[zltzlt's solution](#)

5077.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zltzlt's solution](#)

5078.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[zltzlt's solution](#)

5079.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[zltzlt's solution](#)

5080.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zltzlt's solution](#)

5081.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[zltzlt's solution](#)

5082.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[zltzlt's solution](#)

5083.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[zltzlt's solution](#)

5084.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-09-06 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[zltzlt's solution](#)

5085.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[zltzlt's solution](#)

5086.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[zltzlt's solution](#)

5087.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, data structures, string suffix structures, strings

[zltzlt's solution](#)

5088.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

5089.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[zltzlt's solution](#)

5090.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[zltzlt's solution](#)

5091.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[zltzlt's solution](#)

5092.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zltzlt's solution](#)

5093.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[zltzlt's solution](#)

5094.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[zltzlt's solution](#)

5095.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[zltzlt's solution](#)

5096.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

5097.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees
[zltzlt's solution](#)

5098.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[zltzlt's solution](#)

5099.

1250D

[Conference Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

5100.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings
[zltzlt's solution](#)

5101.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[zltzlt's solution](#)

5102.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-09 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[zltzlt's solution](#)

5103.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[zltzlt's solution](#)

5104.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp
[zltzlt's solution](#)

5105.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

5106.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, trees
[zltzlt's solution](#)

5107.

1175G

[Yet Another Partiton Problem](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[zltzlt's solution](#)

5108.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

5109.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[zltzlt's solution](#)

5110.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zltzlt's solution](#)

5111.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5112.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[zltzlt's solution](#)

5113.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[zltzlt's solution](#)

5114.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[zltzlt's solution](#)

5115.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zltzlt's solution](#)

5116.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[zltzlt's solution](#)

5117.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[zltzlt's solution](#)

5118.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[zltzlt's solution](#)

5119.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[zltzlt's solution](#)

5120.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[zltzlt's solution](#)

5121.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[zltzlt's solution](#)

5122.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[zltzlt's solution](#)

5123.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5124.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[zltzlt's solution](#)

5125.

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[zltzlt's solution](#)

5126.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[zltzlt's solution](#)

5127.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[zltzlt's solution](#)

5128.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[zltzlt's solution](#)

5129.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[zltzlt's solution](#)

5130.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[zltzlt's solution](#)

5131.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

5132.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[zltzlt's solution](#)

5133.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[zltzlt's solution](#)

5134.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[zltzlt's solution](#)

5135.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[zltzlt's solution](#)

5136.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zltzlt's solution](#)

5137.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees
[zltzlt's solution](#)

5138.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[zltzlt's solution](#)

5139.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[zltzlt's solution](#)

5140.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[zltzlt's solution](#)

5141.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

5142.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[zltzlt's solution](#)

5143.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[zltzlt's solution](#)

5144.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

5145.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[zltzlt's solution](#)

5146.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[zltzlt's solution](#)

5147.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zltzlt's solution](#)

5148.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[zltzlt's solution](#)

5149.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

5150.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zltzlt's solution](#)

5151.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zltzlt's solution](#)

5152.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

5153.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[zltzlt's solution](#)

5154.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[zltzlt's solution](#)

5155.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[zltzlt's solution](#)

5156.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zltzlt's solution](#)

5157.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, dsu, graph matchings, trees

[zltzlt's solution](#)

5158.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[zltzlt's solution](#)

5159.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[zltzlt's solution](#)

5160.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zltzlt's solution](#)

5161.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[zltzlt's solution](#)

5162.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[zltzlt's solution](#)

5163.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zltzlt's solution](#)

5164.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[zltzlt's solution](#)

5165.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zltzlt's solution](#)

5166.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[zltzlt's solution](#)

5167.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[zltzlt's solution](#)

5168.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[zltzlt's solution](#)

5169.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[zltzlt's solution](#)

5170.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5171.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[zltzlt's solution](#)

5172.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[zltzlt's solution](#)

5173.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[zltzlt's solution](#)

5174.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

5175.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[zltzlt's solution](#)

5176.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zltzlt's solution](#)

5177.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5178.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[zltzlt's solution](#)

5179.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[zltzlt's solution](#)

5180.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[zltzlt's solution](#)

5181.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
[zltzlt's solution](#)

5182.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[zltzlt's solution](#)

5183.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zltzlt's solution](#)

5184.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy
[zltzlt's solution](#)

5185.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5186.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy
[zltzlt's solution](#)

5187.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zltzlt's solution](#)

5188.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

5189.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[zltzlt's solution](#)

5190.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[zltzlt's solution](#)

5191.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5192.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[zltzlt's solution](#)

5193.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[zltzlt's solution](#)

5194.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zltzlt's solution](#)

5195.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[zltzlt's solution](#)

5196.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: dp

[zltzlt's solution](#)

5197.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zltzlt's solution](#)

5198.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[zltzlt's solution](#)

5199.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[zltzlt's solution](#)

5200.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[zltzlt's solution](#)

5201.

2190E

[Median Permutation](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[zltzlt's solution](#)

5202.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[zltzlt's solution](#)

5203.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math
[zltzlt's solution](#)

5204.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[zltzlt's solution](#)

5205.

1470E

[Strange Permutation](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[zltzlt's solution](#)

5206.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zltzlt's solution](#)

5207.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs
[zltzlt's solution](#)

5208.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[zltzlt's solution](#)

5209.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-01-10 · last AC: 2025-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[zltzlt's solution](#)

5210.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

5211.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

5212.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zltzlt's solution](#)

5213.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[zltzlt's solution](#)

5214.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[zltzlt's solution](#)

5215.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[zltzlt's solution](#)

5216.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[zltzlt's solution](#)

5217.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

5218.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[zltzlt's solution](#)

5219.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2024-03-14 · last AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zltzlt's solution](#)

5220.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[zltzlt's solution](#)

5221.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zltzlt's solution](#)

5222.

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[zltzlt's solution](#)

5223.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[zltzlt's solution](#)

5224.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, hashing, math, strings

[zltzlt's solution](#)

5225.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[zltzlt's solution](#)

5226.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[zltzlt's solution](#)

5227.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[zltzlt's solution](#)

5228.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[zltzlt's solution](#)

5229.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[zltzlt's solution](#)

5230.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[zltzlt's solution](#)

5231.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[zltzlt's solution](#)

5232.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[zltzlt's solution](#)

5233.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[zltzlt's solution](#)

5234.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[zltzlt's solution](#)

5235.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zltzlt's solution](#)

5236.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

5237.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

5238.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games
[zltzlt's solution](#)

5239.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures
[zltzlt's solution](#)

5240.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zltzlt's solution](#)

5241.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zltzlt's solution](#)

5242.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[zltzlt's solution](#)

5243.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[zltzlt's solution](#)

5244.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry
[zltzlt's solution](#)

5245.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory, trees
[zltzlt's solution](#)

5246.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[zltzlt's solution](#)

5247.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-08-06 · last AC: 2023-10-09 · GNU C++11 (first AC) · Tags: data structures, dfs and

similar, graphs, trees

[zltzlt's solution](#)

5248.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[zltzlt's solution](#)

5249.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zltzlt's solution](#)

5250.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[zltzlt's solution](#)

5251.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[zltzlt's solution](#)

5252.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[zltzlt's solution](#)

5253.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[zltzlt's solution](#)

5254.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

5255.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[zltzlt's solution](#)

5256.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[zltzlt's solution](#)

5257.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[zltzlt's solution](#)

5258.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive
[zltzlt's solution](#)

5259.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: games
[zltzlt's solution](#)

5260.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games
[zltzlt's solution](#)

5261.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[zltzlt's solution](#)

5262.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows
[zltzlt's solution](#)

5263.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[zltzlt's solution](#)

5264.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[zltzlt's solution](#)

5265.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[zltzlt's solution](#)

5266.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[zltzlt's solution](#)

5267.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

geometry, graphs, trees

[zltzlt's solution](#)

5268.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[zltzlt's solution](#)

5269.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[zltzlt's solution](#)

5270.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[zltzlt's solution](#)

5271.

1746E2

[Joking \(Hard Version\)](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[zltzlt's solution](#)

5272.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[zltzlt's solution](#)

5273.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[zltzlt's solution](#)

5274.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5275.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[zltzlt's solution](#)

5276.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[zltzlt's solution](#)

5277.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[zltzlt's solution](#)

5278.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs
[zltzlt's solution](#)

5279.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[zltzlt's solution](#)

5280.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, games
[zltzlt's solution](#)

5281.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees
[zltzlt's solution](#)

5282.

2154F2

[Bombing \(Hard Version\)](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

5283.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[zltzlt's solution](#)

5284.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-01-11 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[zltzlt's solution](#)

5285.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math
[zltzlt's solution](#)

5286.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees
[zltzlt's solution](#)

5287.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, graphs, math
[zltzlt's solution](#)

5288.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[zltzlt's solution](#)

5289.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2023-07-26 · last AC: 2025-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[zltzlt's solution](#)

5290.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

5291.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

5292.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[zltzlt's solution](#)

5293.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[zltzlt's solution](#)

5294.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[zltzlt's solution](#)

5295.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[zltzlt's solution](#)

5296.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[zltzlt's solution](#)

5297.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[zltzlt's solution](#)

5298.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zltzlt's solution](#)

5299.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[zltzlt's solution](#)

5300.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
[zltzlt's solution](#)

5301.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[zltzlt's solution](#)

5302.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[zltzlt's solution](#)

5303.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[zltzlt's solution](#)

5304.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[zltzlt's solution](#)

5305.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[zltzlt's solution](#)

5306.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures
[zltzlt's solution](#)

5307.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

5308.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[zltzlt's solution](#)

5309.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zltzlt's solution](#)

5310.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry

[zltzlt's solution](#)

5311.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

5312.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[zltzlt's solution](#)

5313.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[zltzlt's solution](#)

5314.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[zltzlt's solution](#)

5315.

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[zltzlt's solution](#)

5316.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[zltzlt's solution](#)

5317.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, graphs, greedy, math

[zltzlt's solution](#)

5318.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[zltzlt's solution](#)

5319.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[zltzlt's solution](#)

5320.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zltzlt's solution](#)

5321.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

5322.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[zltzlt's solution](#)

5323.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zltzlt's solution](#)

5324.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[zltzlt's solution](#)

5325.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

5326.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zltzlt's solution](#)

5327.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[zltzlt's solution](#)

5328.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[zltzlt's solution](#)

5329.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[zltzlt's solution](#)

5330.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs
[zltzlt's solution](#)

5331.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing
[zltzlt's solution](#)

5332.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5333.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings
[zltzlt's solution](#)

5334.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[zltzlt's solution](#)

5335.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5336.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[zltzlt's solution](#)

5337.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5338.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

5339.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures
[zltzlt's solution](#)

5340.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[zltzlt's solution](#)

5341.

1580E

[Railway Construction](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths
[zltzlt's solution](#)

5342.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[zltzlt's solution](#)

5343.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[zltzlt's solution](#)

5344.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees
[zltzlt's solution](#)

5345.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zltzlt's solution](#)

5346.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings
[zltzlt's solution](#)

5347.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search

[zltzlt's solution](#)

5348.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, trees

[zltzlt's solution](#)

5349.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[zltzlt's solution](#)

5350.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[zltzlt's solution](#)

5351.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[zltzlt's solution](#)

5352.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zltzlt's solution](#)

5353.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[zltzlt's solution](#)

5354.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[zltzlt's solution](#)

5355.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[zltzlt's solution](#)

5356.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[zltzlt's solution](#)

5357.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

5358.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

[zltzlt's solution](#)

5359.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[zltzlt's solution](#)

5360.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[zltzlt's solution](#)

5361.

1936E

[Yet Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math

[zltzlt's solution](#)

5362.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5363.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[zltzlt's solution](#)

5364.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[zltzlt's solution](#)

5365.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, trees

[zltzlt's solution](#)

5366.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5367.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math

[zltzlt's solution](#)

5368.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[zltzlt's solution](#)

5369.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-09-09 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zltzlt's solution](#)

5370.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[zltzlt's solution](#)

5371.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zltzlt's solution](#)

5372.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[zltzlt's solution](#)

5373.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

5374.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[zltzlt's solution](#)

5375.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5376.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zltzlt's solution](#)

5377.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

5378.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

5379.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[zltzlt's solution](#)

5380.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

5381.

2061H2

[Kevin and Stones \(Hard Version\)](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[zltzlt's solution](#)

5382.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[zltzlt's solution](#)

5383.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[zltzlt's solution](#)

5384.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

5385.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zltzlt's solution](#)

5386.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[zltzlt's solution](#)

5387.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zltzlt's solution](#)

5388.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[zltzlt's solution](#)

5389.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation
[zltzlt's solution](#)

5390.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[zltzlt's solution](#)

5391.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle
[zltzlt's solution](#)

5392.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-11 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules
[zltzlt's solution](#)

5393.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
[zltzlt's solution](#)

5394.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zltzlt's solution](#)

5395.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities
[zltzlt's solution](#)

5396.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees
[zltzlt's solution](#)

5397.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[zltzlt's solution](#)

5398.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[zltzlt's solution](#)

5399.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs
[zltzlt's solution](#)

5400.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[zltzlt's solution](#)

5401.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive
[zltzlt's solution](#)

5402.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[zltzlt's solution](#)

5403.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[zltzlt's solution](#)

5404.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zltzlt's solution](#)

5405.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math, trees
[zltzlt's solution](#)

5406.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees
[zltzlt's solution](#)

5407.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[zltzlt's solution](#)

5408.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[zltzlt's solution](#)

5409.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[zltzlt's solution](#)

5410.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2023-01-11 · last AC: 2025-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zltzlt's solution](#)

5411.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[zltzlt's solution](#)

5412.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[zltzlt's solution](#)

5413.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[zltzlt's solution](#)

5414.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[zltzlt's solution](#)

5415.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[zltzlt's solution](#)

5416.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[zltzlt's solution](#)

5417.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-01-26 · last AC: 2025-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[zltzlt's solution](#)

5418.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2024-12-24 · last AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[zltzlt's solution](#)

5419.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5420.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zltzlt's solution](#)

5421.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2024-01-18 · last AC: 2025-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[zltzlt's solution](#)

5422.

1842I

[Tenzing and Necklace](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[zltzlt's solution](#)

5423.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zltzlt's solution](#)

5424.

2062G

[Permutation Factory](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs

[zltzlt's solution](#)

5425.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5426.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[zltzlt's solution](#)

5427.

1098F

[AbÖgVæ7F00a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[zltzlt's solution](#)

5428.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zltzlt's solution](#)

5429.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zltzlt's solution](#)

5430.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[zltzlt's solution](#)

5431.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees
[zltzlt's solution](#)

5432.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[zltzlt's solution](#)

5433.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs
[zltzlt's solution](#)

5434.

1776N

[Count Permutations](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[zltzlt's solution](#)

5435.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[zltzlt's solution](#)

5436.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, trees
[zltzlt's solution](#)

5437.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[zltzlt's solution](#)

5438.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities
[zltzlt's solution](#)

5439.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[zltzlt's solution](#)

5440.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory, trees

[zltzlt's solution](#)

5441.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5442.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[zltzlt's solution](#)

5443.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[zltzlt's solution](#)

5444.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zltzlt's solution](#)

5445.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-13 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[zltzlt's solution](#)

5446.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[zltzlt's solution](#)

5447.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

5448.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zltzlt's solution](#)

5449.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-09-10 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zltzlt's solution](#)

5450.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer
[zltzlt's solution](#)

5451.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[zltzlt's solution](#)

5452.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

5453.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-07-19 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zltzlt's solution](#)

5454.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[zltzlt's solution](#)

5455.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees
[zltzlt's solution](#)

5456.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive
[zltzlt's solution](#)

5457.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[zltzlt's solution](#)

5458.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2023-02-06 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zltzlt's solution](#)

5459.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[zltzlt's solution](#)

5460.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[zltzlt's solution](#)

5461.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games

[zltzlt's solution](#)

5462.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zltzlt's solution](#)

5463.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zltzlt's solution](#)

5464.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[zltzlt's solution](#)

5465.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[zltzlt's solution](#)

5466.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zltzlt's solution](#)

5467.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[zltzlt's solution](#)

5468.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zltzlt's solution](#)

5469.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

5470.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zltzlt's solution](#)

5471.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[zltzlt's solution](#)

5472.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[zltzlt's solution](#)

5473.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zltzlt's solution](#)

5474.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[zltzlt's solution](#)

5475.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zltzlt's solution](#)

5476.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zltzlt's solution](#)

5477.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,111 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zltzlt's solution](#)

5478.

1940C

[Burenka and Pether](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, dsu, graphs, sortings, trees

[zltzlt's solution](#)

5479.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[zltzlt's solution](#)

5480.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[zltzlt's solution](#)

5481.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[zltzlt's solution](#)

5482.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[zltzlt's solution](#)

5483.

398E

[Sorting Permutations](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: — · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

5484.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · last AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[zltzlt's solution](#)

5485.

2095C

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5486.

2095B

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5487.

2095A

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5488.

1662C

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5489.

101471H

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5490.

1952G

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5491.

1952H

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Quality: 806 global accepts · Rating: — · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[zltzlt's solution](#)

5492.

1952F

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Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

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5493.

1952D

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Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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5494.

1952B

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Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

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5495.

1952A

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Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[zltzlt's solution](#)

5496.

1193A

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Quality: 465 global accepts · Rating: — · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[zltzlt's solution](#)

5497.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

5498.

1812E

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[zltzlt's solution](#)

5499.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[zltzlt's solution](#)

5500.

1812C

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Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

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5501.

1812B

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Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-09 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[zltzlt's solution](#)

5502.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings

[zltzlt's solution](#)

5503.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-09 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[zltzlt's solution](#)

5504.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

5505.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[zltzlt's solution](#)

5506.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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5507.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

5508.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[zltzlt's solution](#)

5509.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[zltzlt's solution](#)

5510.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zltzlt's solution](#)

5511.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[zltzlt's solution](#)

5512.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[zltzlt's solution](#)

5513.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees
[zltzlt's solution](#)

5514.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[zltzlt's solution](#)

5515.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[zltzlt's solution](#)

5516.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, constructive algorithms
[zltzlt's solution](#)

5517.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[zltzlt's solution](#)

5518.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: *special
[zltzlt's solution](#)

5519.

102889J

[b150118](#)

Rating: — · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[zltzlt's solution](#)

5520.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[zltzlt's solution](#)