

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

<https://cfelitetracker.vercel.app>

# Unique solved — zyadhany

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

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

Filters: none

Count: 2,539

- 1.**  
2218C  
[The 67th Permutation Problem](#) · [Tutorial](#)  
Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)
- 2.**  
2218B  
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)  
Quality: 33,753 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)
- 3.**  
2218A  
[The 67th Integer Problem](#) · [Tutorial](#)  
Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math  
[zyadhany's solution](#)
- 4.**  
2211A  
[Antimedian Deletion](#) · [Tutorial](#)  
Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)
- 5.**  
2207A  
[1-1](#) · [Tutorial](#)  
Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)
- 6.**  
2200B  
[Deletion Sort](#) · [Tutorial](#)  
Quality: 25,503 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings  
[zyadhany's solution](#)
- 7.**  
2200A  
[Eating Game](#) · [Tutorial](#)  
Quality: 28,167 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)
- 8.**  
2203A  
[Towers of Boxes](#) · [Tutorial](#)  
Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)
- 9.**  
2192A  
[String Rotation Game](#) · [Tutorial](#)  
Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[zyadhany's solution](#)

**10.**

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,475 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**11.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,871 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[zyadhany's solution](#)

**12.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**13.**

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,461 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**14.**

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[zyadhany's solution](#)

**15.**

1933B

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

Quality: 36,277 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory  
[zyadhany's solution](#)

**16.**

1933A

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

Quality: 42,113 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[zyadhany's solution](#)

**17.**

2188A

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

Quality: 25,922 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**18.**

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,131 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**19.**

2193A

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

Quality: 42,674 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**20.**

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**21.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**22.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,729 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**23.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,120 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**24.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**25.**

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**26.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,788 global accepts · Rating: 800 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**27.**

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[zyadhany's solution](#)

**28.**

2176A

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

Quality: 29,084 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[zyadhany's solution](#)

**29.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[zyadhany's solution](#)

**30.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[zyadhany's solution](#)

**31.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**32.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**33.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[zyadhany's solution](#)

**34.**

2179A

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

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings  
[zyadhany's solution](#)

**35.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**36.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings  
[zyadhany's solution](#)

**37.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**38.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**39.**

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[zyadhany's solution](#)

**40.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**41.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[zyadhany's solution](#)

**42.**

2171A

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

Quality: 37,257 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**43.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,737 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**44.**

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**45.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
[zyadhany's solution](#)

**46.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[zyadhany's solution](#)

**47.**

2164A

[Sequence Game](#) · [Tutorial](#)

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

**48.**

2145A

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

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**49.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,173 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers  
[zyadhany's solution](#)

**50.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**51.**

2161A

[Round Trip](#) · [Tutorial](#)

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

**52.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2023-01-01 · last AC: 2025-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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**53.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zyadhany's solution](#)

**54.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,840 global accepts · Rating: 800 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[zyadhany's solution](#)

**55.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,514 global accepts · Rating: 800 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[zyadhany's solution](#)

**56.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[zyadhany's solution](#)

**57.**

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[zyadhany's solution](#)

**58.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**59.**

2151A

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

Quality: 17,963 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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**60.**

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**61.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,065 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**62.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**63.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,719 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[zyadhany's solution](#)

**64.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[zyadhany's solution](#)

**65.**

2134A

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

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[zyadhany's solution](#)

**66.**

2146A

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

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

**67.**

2147A

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

Quality: 18,647 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**68.**

2143A

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

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

**69.**

2144A

[Cut the Array](#) · [Tutorial](#)

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

**70.**

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**71.**

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**72.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[zyadhany's solution](#)

**73.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math  
[zyadhany's solution](#)

**74.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**75.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**76.**

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**77.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-25 · last AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings  
[zyadhany's solution](#)

**78.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**79.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**80.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math  
[zyadhany's solution](#)

**81.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**82.**

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[zyadhany's solution](#)

**83.**

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**84.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,875 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**85.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**86.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**87.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zyadhany's solution](#)

**88.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**89.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**90.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[zyadhany's solution](#)

**91.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**92.**

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[zyadhany's solution](#)

**93.**

1979A

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

Quality: 31,795 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[zyadhany's solution](#)

**94.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,499 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[zyadhany's solution](#)

**95.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,291 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**96.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[zyadhany's solution](#)

**97.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zyadhany's solution](#)

**98.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**99.**

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**100.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[zyadhany's solution](#)

**101.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**102.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**103.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[zyadhany's solution](#)

**104.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[zyadhany's solution](#)

**105.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[zyadhany's solution](#)

**106.**

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[zyadhany's solution](#)

**107.**

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**108.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**109.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[zyadhany's solution](#)

**110.**

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[zyadhany's solution](#)

**111.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**112.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,129 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[zyadhany's solution](#)

**113.**

1409A

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

Quality: 80,444 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**114.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**115.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**116.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,775 global accepts · Rating: 800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation  
[zyadhany's solution](#)

**117.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[zyadhany's solution](#)

**118.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers  
[zyadhany's solution](#)

**119.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**120.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-04-12 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**121.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,156 global accepts · Rating: 800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[zyadhany's solution](#)

**122.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,312 global accepts · Rating: 800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[zyadhany's solution](#)

**123.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**124.**

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,683 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[zyadhany's solution](#)

**125.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**126.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[zyadhany's solution](#)

**127.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,709 global accepts · Rating: 800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[zyadhany's solution](#)

**128.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[zyadhany's solution](#)

**129.**

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[zyadhany's solution](#)

**130.**

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[zyadhany's solution](#)

**131.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**132.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[zyadhany's solution](#)

**133.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[zyadhany's solution](#)

**134.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,962 global accepts · Rating: 800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[zyadhany's solution](#)

**135.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**136.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**137.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**138.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,404 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[zyadhany's solution](#)

**139.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[zyadhany's solution](#)

**140.**

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[zyadhany's solution](#)

**141.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[zyadhany's solution](#)

**142.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**143.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[zyadhany's solution](#)

**144.**

2065B

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

Quality: 42,085 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[zyadhany's solution](#)

**145.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,647 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zyadhany's solution](#)

**146.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[zyadhany's solution](#)

**147.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[zyadhany's solution](#)

**148.**

2059A

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

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[zyadhany's solution](#)

**149.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,785 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**150.**

630A

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

Quality: 93,548 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory  
[zyadhany's solution](#)

**151.**

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**152.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,804 global accepts · Rating: 800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**153.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[zyadhany's solution](#)

**154.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**155.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**156.**

1231A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**157.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,434 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, sortings

[zyadhany's solution](#)

**158.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[zyadhany's solution](#)

**159.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**160.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**161.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[zyadhany's solution](#)

**162.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**163.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[zyadhany's solution](#)

**164.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**165.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**166.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**167.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyadhany's solution](#)

**168.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**169.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**170.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[zyadhany's solution](#)

**171.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**172.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[zyadhany's solution](#)

**173.**

2057A

[MEX Table](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**174.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,364 global accepts · Rating: 800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**175.**

1878A

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

Quality: 78,716 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zyadhany's solution](#)

**176.**

1881A

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

Quality: 59,384 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[zyadhany's solution](#)

**177.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[zyadhany's solution](#)

**178.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zyadhany's solution](#)

**179.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**180.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[zyadhany's solution](#)

**181.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[zyadhany's solution](#)

**182.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**183.**

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**184.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**185.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**186.**

1257A

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

Quality: 21,664 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**187.**

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**188.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**189.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[zyadhany's solution](#)

**190.**

2051A

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

Quality: 35,182 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**191.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**192.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[zyadhany's solution](#)

**193.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[zyadhany's solution](#)

**194.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**195.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**196.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,237 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**197.**

2031A

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

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zyadhany's solution](#)

**198.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[zyadhany's solution](#)

**199.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[zyadhany's solution](#)

**200.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**201.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**202.**

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**203.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**204.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**205.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zyadhany's solution](#)

**206.**

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[zyadhany's solution](#)

**207.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zyadhany's solution](#)

**208.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[zyadhany's solution](#)

**209.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[zyadhany's solution](#)

**210.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[zyadhany's solution](#)

**211.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[zyadhany's solution](#)

**212.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[zyadhany's solution](#)

**213.**

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**214.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[zyadhany's solution](#)

**215.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**216.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**217.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**218.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**219.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**220.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[zyadhany's solution](#)

**221.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**222.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[zyadhany's solution](#)

**223.**

1154A

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

Quality: 87,082 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[zyadhany's solution](#)

**224.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[zyadhany's solution](#)

**225.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,973 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**226.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**227.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search  
[zyadhany's solution](#)

**228.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[zyadhany's solution](#)

**229.**

1985B

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

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[zyadhany's solution](#)

**230.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[zyadhany's solution](#)

**231.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math,

sortings

[zyadhany's solution](#)

**232.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[zyadhany's solution](#)

**233.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**234.**

1983A

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

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

[zyadhany's solution](#)

**235.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[zyadhany's solution](#)

**236.**

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[zyadhany's solution](#)

**237.**

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[zyadhany's solution](#)

**238.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**239.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2023-10-25 · last AC: 2024-07-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**240.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**241.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zyadhany's solution](#)

**242.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**243.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2023-10-25 · last AC: 2024-06-30 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**244.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[zyadhany's solution](#)

**245.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,902 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**246.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[zyadhany's solution](#)

**247.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[zyadhany's solution](#)

**248.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2024-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[zyadhany's solution](#)

**249.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**250.**

1982A

[Soccer](#) · [Tutorial](#)

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

**251.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings  
[zyadhany's solution](#)

**252.**

1978B

[New Bakery](#) · [Tutorial](#)

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

[zyadhany's solution](#)

### 253.

1978A

[Alice and Books](#) · [Tutorial](#)

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

[zyadhany's solution](#)

### 254.

1984A

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

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

[zyadhany's solution](#)

### 255.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[zyadhany's solution](#)

### 256.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[zyadhany's solution](#)

### 257.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[zyadhany's solution](#)

### 258.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[zyadhany's solution](#)

### 259.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,929 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

### 260.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zyadhany's solution](#)

### 261.

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

### 262.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,724 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**263.**

1971A

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

Quality: 59,515 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[zyadhany's solution](#)

**264.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[zyadhany's solution](#)

**265.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[zyadhany's solution](#)

**266.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[zyadhany's solution](#)

**267.**

1957A

[Stickogon](#) · [Tutorial](#)

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

**268.**

1942A

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

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

**269.**

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[zyadhany's solution](#)

**270.**

1944A

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

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[zyadhany's solution](#)

**271.**

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[zyadhany's solution](#)

**272.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2023-02-11 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[zyadhany's solution](#)

**273.**

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-12-29 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation, strings

[zyadhany's solution](#)

**274.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-12-29 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zyadhany's solution](#)

**275.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**276.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**277.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**278.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**279.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[zyadhany's solution](#)

**280.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: strings

[zyadhany's solution](#)

**281.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**282.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**283.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**284.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**285.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[zyadhany's solution](#)

**286.**

1926A

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

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**287.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**288.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[zyadhany's solution](#)

**289.**

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**290.**

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2023-11-26 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**291.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[zyadhany's solution](#)

**292.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**293.**

1929A

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

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[zyadhany's solution](#)

**294.**

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**295.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**296.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**297.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**298.**

443A

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

Quality: 112,096 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zyadhany's solution](#)

**299.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[zyadhany's solution](#)

**300.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,228 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**301.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,845 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**302.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**303.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**304.**

1914A

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

Quality: 35,159 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**305.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[zyadhany's solution](#)

**306.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**307.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-11-07 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[zyadhany's solution](#)

**308.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-11-07 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[zyadhany's solution](#)

**309.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[zyadhany's solution](#)

**310.**

1915B

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

Quality: 50,362 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[zyadhany's solution](#)

**311.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2024-01-26 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[zyadhany's solution](#)

**312.**

1614A

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

Quality: 24,593 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[zyadhany's solution](#)

**313.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**314.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**315.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**316.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**317.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[zyadhany's solution](#)

**318.**

1180A

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

Quality: 27,428 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[zyadhany's solution](#)

**319.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**320.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[zyadhany's solution](#)

**321.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**322.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**323.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**324.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2023-01-22 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**325.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[zyadhany's solution](#)

**326.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zyadhany's solution](#)

**327.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**328.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,233 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[zyadhany's solution](#)

**329.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,217 global accepts · Rating: 800 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**330.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**331.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zyadhany's solution](#)

**332.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**333.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**334.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**335.**

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,937 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**336.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**337.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,120 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[zyadhany's solution](#)

**338.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**339.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[zyadhany's solution](#)

**340.**

1894A

[Secret Sport](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**341.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**342.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**343.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**344.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**345.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**346.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[zyadhany's solution](#)

**347.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[zyadhany's solution](#)

**348.**

1805B

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

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**349.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[zyadhany's solution](#)

**350.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**351.**

1560A

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

Quality: 73,520 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**352.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**353.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation  
[zyadhany's solution](#)

**354.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,717 global accepts · Rating: 800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[zyadhany's solution](#)

**355.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**356.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings  
[zyadhany's solution](#)

**357.**

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**358.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**359.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zyadhany's solution](#)

**360.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zyadhany's solution](#)

**361.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**362.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[zyadhany's solution](#)

**363.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zyadhany's solution](#)

**364.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**365.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**366.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**367.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**368.**

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**369.**

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[zyadhany's solution](#)

**370.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[zyadhany's solution](#)

**371.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**372.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zyadhany's solution](#)

**373.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation  
[zyadhany's solution](#)

**374.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**375.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[zyadhany's solution](#)

**376.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**377.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[zyadhany's solution](#)

**378.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[zyadhany's solution](#)

**379.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**380.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**381.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[zyadhany's solution](#)

**382.**

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**383.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zyadhany's solution](#)

**384.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**385.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**386.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[zyadhany's solution](#)

**387.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[zyadhany's solution](#)

**388.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**389.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**390.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2023-04-17 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zyadhany's solution](#)

**391.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**392.**

1846B

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

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**393.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**394.**

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**395.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zyadhany's solution](#)

**396.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**397.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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**398.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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**399.**

1843C

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

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

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**400.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

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**401.**

1843A

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

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

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**402.**

1840A

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**403.**

1716A

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Quality: 35,848 global accepts · Rating: 800 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**404.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
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**405.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**406.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**407.**

978B

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Quality: 40,914 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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**408.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**409.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
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**410.**

1822C

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Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**411.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
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**412.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[zyadhany's solution](#)

**413.**

1821A

[Matching](#) · [Tutorial](#)

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[zyadhany's solution](#)

**414.**

1811A

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Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
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**415.**

1810B

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Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**416.**

1810A

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Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
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**417.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2023-03-27 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**418.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**419.**

1809A

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Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**420.**

1535A

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Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
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**421.**

110A

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Quality: 199,544 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**422.**

1807B

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Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**423.**

1807C

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Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation, strings

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**424.**

1806A

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Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[zyadhany's solution](#)

**425.**

1787A

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Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-02-01 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**426.**

1517A

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Quality: 26,882 global accepts · Rating: 800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**427.**

1802A

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Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**428.**

977A

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Quality: 217,546 global accepts · Rating: 800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**429.**

59A

[Word](#) · [Tutorial](#)

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**430.**

617A

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Quality: 249,210 global accepts · Rating: 800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

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**431.**

1794A

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

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**432.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

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**433.**

1759B

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**434.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

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**435.**

546A

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**436.**

1799A

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**437.**

1789B

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**438.**

1789A

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Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
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**439.**

266A

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**440.**

1005A

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Quality: 27,519 global accepts · Rating: 800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**441.**

1795A

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Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
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**442.**

1792A

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Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
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**443.**

281A

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Quality: 271,062 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**444.**

236A

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Quality: 279,119 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
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**445.**

112A

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Quality: 287,327 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**446.**

1793A

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Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**447.**

1717A

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**448.**

1788A

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**449.**

263A

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**450.**

1786A2

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**451.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

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**452.**

1791B

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**453.**

1791C

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**454.**

1791A

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Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**455.**

1778A

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**456.**

282A

[Bit++](#) · [Tutorial](#)

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**457.**

1790B

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**458.**

1790A

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**459.**

47A

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**460.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**461.**

1676C

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**462.**

1676B

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Quality: 60,655 global accepts · Rating: 800 · first AC: 2023-01-13 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**463.**

1777A

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

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[zyadhany's solution](#)

**464.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

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**465.**

1782A

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Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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**466.**

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**467.**

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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**468.**

1772B

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**469.**

1772A

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**470.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**471.**

1783A

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Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

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**472.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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**473.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**474.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zyadhany's solution](#)

**475.**

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: strings

[zyadhany's solution](#)

**476.**

1758A

[SSeeeeiinngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[zyadhany's solution](#)

**477.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2023-12-02 · last AC: 2026-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

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**478.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[zyadhany's solution](#)

**479.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[zyadhany's solution](#)

**480.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,004 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[zyadhany's solution](#)

**481.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**482.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[zyadhany's solution](#)

**483.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,112 global accepts · Rating: 900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**484.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**485.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zyadhany's solution](#)

**486.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,349 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**487.**

2140B

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math, number theory  
[zyadhany's solution](#)

**488.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,478 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[zyadhany's solution](#)

**489.**

2132B

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Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-25 · last AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**490.**

2136B

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**491.**

2125B

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**492.**

2102A

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**493.**

765A

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**494.**

2114B

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**495.**

2110B

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**496.**

2102B

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**497.**

2106B

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**498.**

2093B

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**499.**

2094C

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Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**500.**

2085A

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Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**501.**

2060C

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**503.**

2035B

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**504.**

1837B

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Quality: 50,124 global accepts · Rating: 900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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**505.**

1875A

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Quality: 47,032 global accepts · Rating: 900 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
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**506.**

1878C

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**507.**

1883B

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**508.**

611A

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**509.**

1248B

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
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**510.**

903A

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**511.**

2048B

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**512.**

1080B

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**513.**

2031B

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**514.**

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
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**515.**

1609A

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[zyadhany's solution](#)

**516.**

1990A

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Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings  
[zyadhany's solution](#)

**517.**

1992C

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Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**518.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**519.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zyadhany's solution](#)

**520.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**521.**

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**522.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**523.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**524.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**525.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**526.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

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**527.**

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-06-20 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**528.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**529.**

1915D

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Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
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**530.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
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**531.**

1921C

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Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**532.**

768A

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Quality: 30,845 global accepts · Rating: 900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[zyadhany's solution](#)

**533.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zyadhany's solution](#)

**534.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers  
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**535.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**536.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**537.**

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**538.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
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**539.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
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**540.**

1855B

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

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[zyadhany's solution](#)

### 541.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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### 542.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
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### 543.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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### 544.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
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### 545.

1794B

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Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

### 546.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy  
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### 547.

1771A

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Quality: 25,305 global accepts · Rating: 900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
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### 548.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[zyadhany's solution](#)

### 549.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: strings  
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### 550.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,056 global accepts · Rating: 900 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory  
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**551.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**552.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**553.**

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**554.**

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**555.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math  
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**556.**

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings  
[zyadhany's solution](#)

**557.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[zyadhany's solution](#)

**558.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,025 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**559.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[zyadhany's solution](#)

**560.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,922 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings  
[zyadhany's solution](#)

**561.**

2176B

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Quality: 22,912 global accepts · Rating: 1000 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
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**562.**

1955B

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Quality: 32,266 global accepts · Rating: 1000 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
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**563.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
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**564.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**565.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**566.**

2167D

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

Quality: 30,222 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[zyadhany's solution](#)

**567.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation  
[zyadhany's solution](#)

**568.**

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**569.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[zyadhany's solution](#)

**570.**

2144B

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

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

**571.**

2148D

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

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[zyadhany's solution](#)

**572.**

2132C1

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

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**573.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**574.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[zyadhany's solution](#)

**575.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[zyadhany's solution](#)

**576.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[zyadhany's solution](#)

**577.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**578.**

2104B

[Move to the End](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**579.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**580.**

2093C

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

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**581.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[zyadhany's solution](#)

**582.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**583.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[zyadhany's solution](#)

**584.**

1620B

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

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[zyadhany's solution](#)

**585.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**586.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[zyadhany's solution](#)

**587.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[zyadhany's solution](#)

**588.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**589.**

1725B

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

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings  
[zyadhany's solution](#)

**590.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**591.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[zyadhany's solution](#)

**592.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[zyadhany's solution](#)

**593.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[zyadhany's solution](#)

**594.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**595.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math  
[zyadhany's solution](#)

**596.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[zyadhany's solution](#)

**597.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**598.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[zyadhany's solution](#)

**599.**

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[zyadhany's solution](#)

**600.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[zyadhany's solution](#)

**601.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs  
[zyadhany's solution](#)

**602.**

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**603.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,752 global accepts · Rating: 1000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[zyadhany's solution](#)

**604.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**605.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**606.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms  
[zyadhany's solution](#)

**607.**

1584B

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

Quality: 14,353 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**608.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**609.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zyadhany's solution](#)

**610.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[zyadhany's solution](#)

**611.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[zyadhany's solution](#)

**612.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**613.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zyadhany's solution](#)

**614.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2023-04-28 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[zyadhany's solution](#)

**615.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**616.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zyadhany's solution](#)

**617.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[zyadhany's solution](#)

**618.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[zyadhany's solution](#)

**619.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zyadhany's solution](#)

**620.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**621.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2023-02-18 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**622.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**623.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**624.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: strings

[zyadhany's solution](#)

**625.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**626.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**627.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**628.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**629.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**630.**

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zyadhany's solution](#)

**631.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zyadhany's solution](#)

**632.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[zyadhany's solution](#)

**633.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**634.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**635.**

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**636.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**637.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[zyadhany's solution](#)

**638.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**639.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**640.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[zyadhany's solution](#)

**641.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**642.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[zyadhany's solution](#)

**643.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[zyadhany's solution](#)

**644.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**645.**

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[zyadhany's solution](#)

**646.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[zyadhany's solution](#)

**647.**

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[zyadhany's solution](#)

**648.**

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**649.**

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,437 global accepts · Rating: 1000 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**650.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[zyadhany's solution](#)

**651.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**652.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**653.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**654.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**655.**

1791D

[Distinct Split · Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[zyadhany's solution](#)

**656.**

1790C

[Premutation · Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zyadhany's solution](#)

**657.**

699A

[Launch of Collider · Tutorial](#)

Quality: 18,867 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**658.**

1676D

[X-Sum · Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[zyadhany's solution](#)

**659.**

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zyadhany's solution](#)

**660.**

1782B

[Going to the Cinema · Tutorial](#)

Rating: 1000 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zyadhany's solution](#)

**661.**

579A

[Raising Bacteria · Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[zyadhany's solution](#)

**662.**

1A

[Theatre Square · Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**663.**

1772C

[Different Differences · Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**664.**

1199A

[City Day · Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**665.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[zyadhany's solution](#)

**666.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**667.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[zyadhany's solution](#)

**668.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[zyadhany's solution](#)

**669.**

2197B

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

Quality: 15,906 global accepts · Rating: 1100 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers  
[zyadhany's solution](#)

**670.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[zyadhany's solution](#)

**671.**

1933C

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

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[zyadhany's solution](#)

**672.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers  
[zyadhany's solution](#)

**673.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,696 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers  
[zyadhany's solution](#)

**674.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[zyadhany's solution](#)

**675.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**676.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[zyadhany's solution](#)

**677.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**678.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings  
[zyadhany's solution](#)

**679.**

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs  
[zyadhany's solution](#)

**680.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers  
[zyadhany's solution](#)

**681.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy  
[zyadhany's solution](#)

**682.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**683.**

2146B

[Merging the Sets](#) · [Tutorial](#)

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

**684.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[zyadhany's solution](#)

**685.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,916 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[zyadhany's solution](#)

### 686.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[zyadhany's solution](#)

### 687.

2125C

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

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[zyadhany's solution](#)

### 688.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

### 689.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

### 690.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

### 691.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[zyadhany's solution](#)

### 692.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings  
[zyadhany's solution](#)

### 693.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[zyadhany's solution](#)

### 694.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers  
[zyadhany's solution](#)

### 695.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
[zyadhany's solution](#)

**696.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[zyadhany's solution](#)

**697.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[zyadhany's solution](#)

**698.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[zyadhany's solution](#)

**699.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**700.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**701.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**702.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[zyadhany's solution](#)

**703.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zyadhany's solution](#)

**704.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zyadhany's solution](#)

**705.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[zyadhany's solution](#)

**706.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyadhany's solution](#)

**707.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[zyadhany's solution](#)

**708.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[zyadhany's solution](#)

**709.**

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[zyadhany's solution](#)

**710.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zyadhany's solution](#)

**711.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zyadhany's solution](#)

**712.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings, two pointers

[zyadhany's solution](#)

**713.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[zyadhany's solution](#)

**714.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**715.**

1231C

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

Quality: 4,364 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zyadhany's solution](#)

**716.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**717.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**718.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**719.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[zyadhany's solution](#)

**720.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**721.**

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation  
[zyadhany's solution](#)

**722.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[zyadhany's solution](#)

**723.**

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[zyadhany's solution](#)

**724.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2023-07-08 · last AC: 2024-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[zyadhany's solution](#)

**725.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[zyadhany's solution](#)

**726.**

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**727.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[zyadhany's solution](#)

**728.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zyadhany's solution](#)

**729.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**730.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[zyadhany's solution](#)

**731.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

**732.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[zyadhany's solution](#)

**733.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[zyadhany's solution](#)

**734.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[zyadhany's solution](#)

**735.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zyadhany's solution](#)

**736.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**737.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**738.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings  
[zyadhany's solution](#)

**739.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings  
[zyadhany's solution](#)

**740.**

1966B

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

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[zyadhany's solution](#)

**741.**

1957B

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

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

**742.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**743.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[zyadhany's solution](#)

**744.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[zyadhany's solution](#)

**745.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[zyadhany's solution](#)

**746.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-02-11 · last AC: 2024-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[zyadhany's solution](#)

**747.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-01-12 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**748.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2023-02-10 · last AC: 2024-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[zyadhany's solution](#)

**749.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**750.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[zyadhany's solution](#)

**751.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[zyadhany's solution](#)

**752.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[zyadhany's solution](#)

**753.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-09 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**754.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**755.**

1873E

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

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[zyadhany's solution](#)

**756.**

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**757.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[zyadhany's solution](#)

**758.**

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[zyadhany's solution](#)

**759.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[zyadhany's solution](#)

**760.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,247 global accepts · Rating: 1100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**761.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[zyadhany's solution](#)

**762.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[zyadhany's solution](#)

**763.**

1872C

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

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**764.**

1850E

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

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[zyadhany's solution](#)

**765.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**766.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**767.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zyadhany's solution](#)

**768.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[zyadhany's solution](#)

**769.**

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[zyadhany's solution](#)

**770.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**771.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-02-10 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**772.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[zyadhany's solution](#)

**773.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**774.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[zyadhany's solution](#)

**775.**

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[zyadhany's solution](#)

**776.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**777.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[zyadhany's solution](#)

**778.**

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**779.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[zyadhany's solution](#)

**780.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**781.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**782.**

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[zyadhany's solution](#)

**783.**

1811C

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

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

**784.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[zyadhany's solution](#)

**785.**

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[zyadhany's solution](#)

**786.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-02-01 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[zyadhany's solution](#)

**787.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[zyadhany's solution](#)

**788.**

1800C2

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

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

**789.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[zyadhany's solution](#)

**790.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,236 global accepts · Rating: 1100 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[zyadhany's solution](#)

**791.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[zyadhany's solution](#)

**792.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[zyadhany's solution](#)

**793.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**794.**

1791E

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

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[zyadhany's solution](#)

**795.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[zyadhany's solution](#)

**796.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[zyadhany's solution](#)

**797.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,986 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[zyadhany's solution](#)

**798.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force  
[zyadhany's solution](#)

**799.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory  
[zyadhany's solution](#)

**800.**

1933D

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

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings  
[zyadhany's solution](#)

**801.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**802.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[zyadhany's solution](#)

**803.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**804.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[zyadhany's solution](#)

**805.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[zyadhany's solution](#)

**806.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**807.**

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[zyadhany's solution](#)

**808.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**809.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[zyadhany's solution](#)

**810.**

2161C

[Loyalty](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**811.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[zyadhany's solution](#)

**812.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[zyadhany's solution](#)

**813.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zyadhany's solution](#)

**814.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[zyadhany's solution](#)

**815.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[zyadhany's solution](#)

**816.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[zyadhany's solution](#)

**817.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[zyadhany's solution](#)

**818.**

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**819.**

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**820.**

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**821.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**822.**

2126D

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

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zyadhany's solution](#)

**823.**

2123D

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

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[zyadhany's solution](#)

**824.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**825.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[zyadhany's solution](#)

**826.**

2121C

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

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**827.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zyadhany's solution](#)

**828.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**829.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**830.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[zyadhany's solution](#)

**831.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zyadhany's solution](#)

**832.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[zyadhany's solution](#)

**833.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**834.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[zyadhany's solution](#)

**835.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[zyadhany's solution](#)

**836.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[zyadhany's solution](#)

**837.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**838.**

2085B

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

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zyadhany's solution](#)

**839.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[zyadhany's solution](#)

**840.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[zyadhany's solution](#)

**841.**

2065D

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

Quality: 20,632 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**842.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**843.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**844.**

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zyadhany's solution](#)

**845.**

1875B

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

Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[zyadhany's solution](#)

**846.**

1857C

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

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**847.**

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zyadhany's solution](#)

**848.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[zyadhany's solution](#)

**849.**

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**850.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**851.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[zyadhany's solution](#)

**852.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[zyadhany's solution](#)

**853.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**854.**

2050C

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

Quality: 25,012 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zyadhany's solution](#)

**855.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, trees

[zyadhany's solution](#)

**856.**

1808B

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

Quality: 19,677 global accepts · Rating: 1200 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[zyadhany's solution](#)

**857.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-07-07 · last AC: 2024-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zyadhany's solution](#)

**858.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zyadhany's solution](#)

**859.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[zyadhany's solution](#)

**860.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**861.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[zyadhany's solution](#)

**862.**

1983B

[Corner Twist](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**863.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2024-03-30 · last AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[zyadhany's solution](#)

**864.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[zyadhany's solution](#)

**865.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[zyadhany's solution](#)

**866.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**867.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zyadhany's solution](#)

**868.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[zyadhany's solution](#)

**869.**

1982B

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

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

[zyadhany's solution](#)

**870.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**871.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math

[zyadhany's solution](#)

**872.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zyadhany's solution](#)

**873.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**874.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2023-02-08 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[zyadhany's solution](#)

**875.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zyadhany's solution](#)

**876.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[zyadhany's solution](#)

**877.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**878.**

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zyadhany's solution](#)

**879.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zyadhany's solution](#)

**880.**

1907C

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

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zyadhany's solution](#)

**881.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[zyadhany's solution](#)

**882.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**883.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zyadhany's solution](#)

**884.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2023-01-15 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**885.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**886.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[zyadhany's solution](#)

**887.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[zyadhany's solution](#)

**888.**

1872D

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

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**889.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[zyadhany's solution](#)

**890.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[zyadhany's solution](#)

**891.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[zyadhany's solution](#)

**892.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[zyadhany's solution](#)

**893.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zyadhany's solution](#)

**894.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**895.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**896.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zyadhany's solution](#)

**897.**

1826A

[Trust Nobody](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**898.**

1822D

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

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**899.**

1800D

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

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

[zyadhany's solution](#)

**900.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyadhany's solution](#)

**901.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[zyadhany's solution](#)

**902.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-02-14 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zyadhany's solution](#)

**903.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[zyadhany's solution](#)

**904.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zyadhany's solution](#)

**905.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**906.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[zyadhany's solution](#)

**907.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[zyadhany's solution](#)

**908.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2026-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**909.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[zyadhany's solution](#)

**910.**

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-16 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[zyadhany's solution](#)

**911.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-04-16 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[zyadhany's solution](#)

**912.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**913.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[zyadhany's solution](#)

**914.**

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**915.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths  
[zyadhany's solution](#)

**916.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers  
[zyadhany's solution](#)

**917.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[zyadhany's solution](#)

**918.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**919.**

2179D

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

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

[zyadhany's solution](#)

**920.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zyadhany's solution](#)

**921.**

1955C

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

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**922.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[zyadhany's solution](#)

**923.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**924.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[zyadhany's solution](#)

**925.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[zyadhany's solution](#)

**926.**

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[zyadhany's solution](#)

**927.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, strings

[zyadhany's solution](#)

**928.**

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[zyadhany's solution](#)

**929.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[zyadhany's solution](#)

**930.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[zyadhany's solution](#)

**931.**

2146C

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

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[zyadhany's solution](#)

**932.**

2143C

[Max Tree](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**933.**

2144C

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

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

[zyadhany's solution](#)

**934.**

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zyadhany's solution](#)

**935.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zyadhany's solution](#)

**936.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[zyadhany's solution](#)

**937.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[zyadhany's solution](#)

**938.**

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[zyadhany's solution](#)

**939.**

2116B

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

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[zyadhany's solution](#)

**940.**

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[zyadhany's solution](#)

**941.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[zyadhany's solution](#)

**942.**

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
[zyadhany's solution](#)

**943.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[zyadhany's solution](#)

**944.**

2086C

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

Quality: 16,129 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  
[zyadhany's solution](#)

**945.**

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers  
[zyadhany's solution](#)

**946.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**947.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings  
[zyadhany's solution](#)

**948.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[zyadhany's solution](#)

**949.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[zyadhany's solution](#)

**950.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[zyadhany's solution](#)

**951.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
[zyadhany's solution](#)

**952.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**953.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[zyadhany's solution](#)

**954.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation  
[zyadhany's solution](#)

**955.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**956.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[zyadhany's solution](#)

**957.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[zyadhany's solution](#)

**958.**

2050D

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

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings  
[zyadhany's solution](#)

**959.**

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zyadhany's solution](#)

**960.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[zyadhany's solution](#)

**961.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[zyadhany's solution](#)

**962.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[zyadhany's solution](#)

**963.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zyadhany's solution](#)

**964.**

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**965.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-08-27 · last AC: 2024-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[zyadhany's solution](#)

**966.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[zyadhany's solution](#)

**967.**

1988C

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

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

[zyadhany's solution](#)

**968.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zyadhany's solution](#)

**969.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[zyadhany's solution](#)

**970.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2023-11-02 · last AC: 2024-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**971.**

1978C

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

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

**972.**

1984C1

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

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

**973.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2023-02-03 · last AC: 2024-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[zyadhany's solution](#)

**974.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math  
[zyadhany's solution](#)

**975.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[zyadhany's solution](#)

**976.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[zyadhany's solution](#)

**977.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[zyadhany's solution](#)

**978.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[zyadhany's solution](#)

**979.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2023-01-12 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[zyadhany's solution](#)

**980.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[zyadhany's solution](#)

**981.**

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[zyadhany's solution](#)

**982.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zyadhany's solution](#)

**983.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zyadhany's solution](#)

**984.**

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**985.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**986.**

1890C

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

Rating: 1300 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[zyadhany's solution](#)

**987.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zyadhany's solution](#)

**988.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**989.**

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**990.**

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[zyadhany's solution](#)

**991.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zyadhany's solution](#)

**992.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[zyadhany's solution](#)

**993.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**994.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[zyadhany's solution](#)

**995.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[zyadhany's solution](#)

**996.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zyadhany's solution](#)

**997.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zyadhany's solution](#)

**998.**

1703F

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

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zyadhany's solution](#)

**999.**

1826C

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

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

**1000.**

1823C

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

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

**1001.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings  
[zyadhany's solution](#)

**1002.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[zyadhany's solution](#)

**1003.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[zyadhany's solution](#)

**1004.**

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[zyadhany's solution](#)

**1005.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**1006.**

1807E

[Interview](#) · [Tutorial](#)

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

**1007.**

1794C

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

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

**1008.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2023-01-22 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[zyadhany's solution](#)

**1009.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**1010.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[zyadhany's solution](#)

**1011.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**1012.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**1013.**

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zyadhany's solution](#)

**1014.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zyadhany's solution](#)

**1015.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[zyadhany's solution](#)

**1016.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2024-04-17 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[zyadhany's solution](#)

**1017.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,767 global accepts · Rating: 1400 · first AC: 2024-04-16 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy

[zyadhany's solution](#)

**1018.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[zyadhany's solution](#)

**1019.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[zyadhany's solution](#)

**1020.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zyadhany's solution](#)

**1021.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[zyadhany's solution](#)

**1022.**

1955D

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

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[zyadhany's solution](#)

**1023.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[zyadhany's solution](#)

**1024.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[zyadhany's solution](#)

**1025.**

2164C

[Dungeon](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1026.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[zyadhany's solution](#)

**1027.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[zyadhany's solution](#)

**1028.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**1029.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[zyadhany's solution](#)

**1030.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[zyadhany's solution](#)

**1031.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[zyadhany's solution](#)

**1032.**

2132C2

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

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[zyadhany's solution](#)

**1033.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[zyadhany's solution](#)

**1034.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[zyadhany's solution](#)

**1035.**

2131D

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

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees  
[zyadhany's solution](#)

**1036.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-18 · last AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**1037.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[zyadhany's solution](#)

**1038.**

2111D

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

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[zyadhany's solution](#)

**1039.**

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[zyadhany's solution](#)

**1040.**

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[zyadhany's solution](#)

**1041.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**1042.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[zyadhany's solution](#)

**1043.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[zyadhany's solution](#)

**1044.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
[zyadhany's solution](#)

**1045.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[zyadhany's solution](#)

**1046.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**1047.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[zyadhany's solution](#)

**1048.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation  
[zyadhany's solution](#)

**1049.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,221 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[zyadhany's solution](#)

**1050.**

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[zyadhany's solution](#)

**1051.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers  
[zyadhany's solution](#)

**1052.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2023-04-19 · last AC: 2024-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[zyadhany's solution](#)

**1053.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings  
[zyadhany's solution](#)

**1054.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zyadhany's solution](#)

**1055.**

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search  
[zyadhany's solution](#)

**1056.**

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[zyadhany's solution](#)

**1057.**

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[zyadhany's solution](#)

**1058.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[zyadhany's solution](#)

**1059.**

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[zyadhany's solution](#)

**1060.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[zyadhany's solution](#)

**1061.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**1062.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[zyadhany's solution](#)

**1063.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[zyadhany's solution](#)

**1064.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[zyadhany's solution](#)

**1065.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**1066.**

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

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**1067.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**1068.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zyadhany's solution](#)

**1069.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu  
[zyadhany's solution](#)

**1070.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[zyadhany's solution](#)

**1071.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
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**1072.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers  
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**1073.**

1923C

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Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**1074.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
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**1075.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2023-11-26 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[zyadhany's solution](#)

**1076.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[zyadhany's solution](#)

**1077.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[zyadhany's solution](#)

**1078.**

1907D

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

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms  
[zyadhany's solution](#)

**1079.**

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings  
[zyadhany's solution](#)

**1080.**

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings  
[zyadhany's solution](#)

**1081.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[zyadhany's solution](#)

**1082.**

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[zyadhany's solution](#)

**1083.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[zyadhany's solution](#)

**1084.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[zyadhany's solution](#)

**1085.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation  
[zyadhany's solution](#)

**1086.**

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[zyadhany's solution](#)

**1087.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[zyadhany's solution](#)

**1088.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices  
[zyadhany's solution](#)

**1089.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**1090.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy  
[zyadhany's solution](#)

**1091.**

1855C1

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

Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**1092.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[zyadhany's solution](#)

**1093.**

1840D

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

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[zyadhany's solution](#)

**1094.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[zyadhany's solution](#)

**1095.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings  
[zyadhany's solution](#)

**1096.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation  
[zyadhany's solution](#)

**1097.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zyadhany's solution](#)

**1098.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[zyadhany's solution](#)

**1099.**

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, dsu, graphs, greedy, strings

[zyadhany's solution](#)

**1100.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[zyadhany's solution](#)

**1101.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings

[zyadhany's solution](#)

**1102.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zyadhany's solution](#)

**1103.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[zyadhany's solution](#)

**1104.**

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zyadhany's solution](#)

**1105.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[zyadhany's solution](#)

**1106.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,012 global accepts · Rating: 1500 · first AC: 2024-04-30 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[zyadhany's solution](#)

**1107.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2024-04-18 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zyadhany's solution](#)

**1108.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2024-04-17 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[zyadhany's solution](#)

**1109.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

greedy, math

[zyadhany's solution](#)

**1110.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zyadhany's solution](#)

**1111.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, ternary search

[zyadhany's solution](#)

**1112.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[zyadhany's solution](#)

**1113.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zyadhany's solution](#)

**1114.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[zyadhany's solution](#)

**1115.**

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[zyadhany's solution](#)

**1116.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[zyadhany's solution](#)

**1117.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zyadhany's solution](#)

**1118.**

2153C

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

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[zyadhany's solution](#)

**1119.**

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers  
[zyadhany's solution](#)

**1120.**

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees  
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**1121.**

2147C

[Rabbits](#) · [Tutorial](#)

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

**1122.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy  
[zyadhany's solution](#)

**1123.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[zyadhany's solution](#)

**1124.**

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[zyadhany's solution](#)

**1125.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**1126.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[zyadhany's solution](#)

**1127.**

2116C

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

Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths  
[zyadhany's solution](#)

**1128.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[zyadhany's solution](#)

**1129.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[zyadhany's solution](#)

**1130.**

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[zyadhany's solution](#)

**1131.**

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,690 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

[zyadhany's solution](#)

**1132.**

2106D

[Flower Boy · Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[zyadhany's solution](#)

**1133.**

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,448 global accepts · Rating: 1500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zyadhany's solution](#)

**1134.**

1842C

[Tenzing and Balls · Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-29 · last AC: 2025-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zyadhany's solution](#)

**1135.**

2075C

[Two Colors · Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[zyadhany's solution](#)

**1136.**

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zyadhany's solution](#)

**1137.**

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[zyadhany's solution](#)

**1138.**

977E

[Cyclic Components · Tutorial](#)

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zyadhany's solution](#)

**1139.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[zyadhany's solution](#)

**1140.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths

[zyadhany's solution](#)

**1141.**

2057C

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

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

[zyadhany's solution](#)

**1142.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[zyadhany's solution](#)

**1143.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zyadhany's solution](#)

**1144.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**1145.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**1146.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**1147.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zyadhany's solution](#)

**1148.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, number theory

[zyadhany's solution](#)

**1149.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zyadhany's solution](#)

**1150.**

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zyadhany's solution](#)

**1151.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-02-16 · last AC: 2024-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zyadhany's solution](#)

**1152.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zyadhany's solution](#)

**1153.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-08 · last AC: 2024-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[zyadhany's solution](#)

**1154.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyadhany's solution](#)

**1155.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[zyadhany's solution](#)

**1156.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[zyadhany's solution](#)

**1157.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[zyadhany's solution](#)

**1158.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, strings, two pointers  
[zyadhany's solution](#)

**1159.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[zyadhany's solution](#)

**1160.**

276C

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

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[zyadhany's solution](#)

**1161.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[zyadhany's solution](#)

**1162.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[zyadhany's solution](#)

**1163.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zyadhany's solution](#)

**1164.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,938 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[zyadhany's solution](#)

**1165.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[zyadhany's solution](#)

**1166.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[zyadhany's solution](#)

**1167.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[zyadhany's solution](#)

**1168.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1169.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[zyadhany's solution](#)

**1170.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees  
[zyadhany's solution](#)

**1171.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[zyadhany's solution](#)

**1172.**

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers  
[zyadhany's solution](#)

**1173.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[zyadhany's solution](#)

**1174.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings  
[zyadhany's solution](#)

**1175.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[zyadhany's solution](#)

**1176.**

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory  
[zyadhany's solution](#)

**1177.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[zyadhany's solution](#)

**1178.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**1179.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zyadhany's solution](#)

**1180.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zyadhany's solution](#)

**1181.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[zyadhany's solution](#)

**1182.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zyadhany's solution](#)

**1183.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zyadhany's solution](#)

**1184.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[zyadhany's solution](#)

**1185.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zyadhany's solution](#)

**1186.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-03-22 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zyadhany's solution](#)

**1187.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[zyadhany's solution](#)

**1188.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[zyadhany's solution](#)

**1189.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zyadhany's solution](#)

**1190.**

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zyadhany's solution](#)

**1191.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[zyadhany's solution](#)

**1192.**

1818C

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

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

[zyadhany's solution](#)

**1193.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[zyadhany's solution](#)

**1194.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zyadhany's solution](#)

**1195.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[zyadhany's solution](#)

**1196.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**1197.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[zyadhany's solution](#)

**1198.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1199.**

1800E2

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

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

[zyadhany's solution](#)

**1200.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[zyadhany's solution](#)

**1201.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[zyadhany's solution](#)

**1202.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[zyadhany's solution](#)

**1203.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[zyadhany's solution](#)

**1204.**

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[zyadhany's solution](#)

**1205.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[zyadhany's solution](#)

**1206.**

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2024-05-01 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[zyadhany's solution](#)

**1207.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2024-05-01 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[zyadhany's solution](#)

**1208.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2024-04-16 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[zyadhany's solution](#)

**1209.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[zyadhany's solution](#)

**1210.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[zyadhany's solution](#)

**1211.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zyadhany's solution](#)

**1212.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1213.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,506 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**1214.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[zyadhany's solution](#)

**1215.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zyadhany's solution](#)

**1216.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[zyadhany's solution](#)

**1217.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[zyadhany's solution](#)

**1218.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[zyadhany's solution](#)

**1219.**

2167G

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

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**1220.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[zyadhany's solution](#)

**1221.**

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[zyadhany's solution](#)

**1222.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[zyadhany's solution](#)

**1223.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zyadhany's solution](#)

**1224.**

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[zyadhany's solution](#)

**1225.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zyadhany's solution](#)

**1226.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zyadhany's solution](#)

**1227.**

2094F

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

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**1228.**

2085C

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

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zyadhany's solution](#)

**1229.**

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[zyadhany's solution](#)

**1230.**

233C

[Cycles](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, matrices

[zyadhany's solution](#)

**1231.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zyadhany's solution](#)

**1232.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,381 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[zyadhany's solution](#)

**1233.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[zyadhany's solution](#)

**1234.**

2070D

[Tree Jumps](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1235.**

2065E

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

Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[zyadhany's solution](#)

**1236.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[zyadhany's solution](#)

**1237.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2023-11-06 · last AC: 2025-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**1238.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zyadhany's solution](#)

**1239.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[zyadhany's solution](#)

**1240.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zyadhany's solution](#)

**1241.**

2048D

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

Quality: 8,312 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

[zyadhany's solution](#)

**1242.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[zyadhany's solution](#)

**1243.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[zyadhany's solution](#)

**1244.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[zyadhany's solution](#)

**1245.**

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2023-07-12 · last AC: 2024-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[zyadhany's solution](#)

**1246.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp

[zyadhany's solution](#)

**1247.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zyadhany's solution](#)

**1248.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[zyadhany's solution](#)

**1249.**

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

[zyadhany's solution](#)

**1250.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1251.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, ternary search

[zyadhany's solution](#)

**1252.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zyadhany's solution](#)

**1253.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, strings, two pointers

[zyadhany's solution](#)

**1254.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[zyadhany's solution](#)

**1255.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[zyadhany's solution](#)

**1256.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[zyadhany's solution](#)

**1257.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[zyadhany's solution](#)

**1258.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[zyadhany's solution](#)

**1259.**

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[zyadhany's solution](#)

**1260.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[zyadhany's solution](#)

**1261.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[zyadhany's solution](#)

**1262.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[zyadhany's solution](#)

**1263.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**1264.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zyadhany's solution](#)

**1265.**

1957C

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

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

[zyadhany's solution](#)

**1266.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[zyadhany's solution](#)

**1267.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[zyadhany's solution](#)

**1268.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zyadhany's solution](#)

**1269.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[zyadhany's solution](#)

**1270.**

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zyadhany's solution](#)

**1271.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zyadhany's solution](#)

**1272.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[zyadhany's solution](#)

**1273.**

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zyadhany's solution](#)

**1274.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[zyadhany's solution](#)

**1275.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zyadhany's solution](#)

**1276.**

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[zyadhany's solution](#)

**1277.**

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**1278.**

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[zyadhany's solution](#)

**1279.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[zyadhany's solution](#)

**1280.**

1862E

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

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zyadhany's solution](#)

**1281.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**1282.**

1703G

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

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[zyadhany's solution](#)

**1283.**

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[zyadhany's solution](#)

**1284.**

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[zyadhany's solution](#)

**1285.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[zyadhany's solution](#)

**1286.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,597 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zyadhany's solution](#)

**1287.**

1754D

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

Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[zyadhany's solution](#)

**1288.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zyadhany's solution](#)

**1289.**

343B

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

Quality: 17,321 global accepts · Rating: 1600 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zyadhany's solution](#)

**1290.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zyadhany's solution](#)

**1291.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zyadhany's solution](#)

**1292.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zyadhany's solution](#)

**1293.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zyadhany's solution](#)

**1294.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zyadhany's solution](#)

**1295.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy

[zyadhany's solution](#)

**1296.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2024-05-01 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[zyadhany's solution](#)

**1297.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2024-04-16 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[zyadhany's solution](#)

**1298.**

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[zyadhany's solution](#)

**1299.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[zyadhany's solution](#)

**1300.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[zyadhany's solution](#)

**1301.**

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory  
[zyadhany's solution](#)

**1302.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation  
[zyadhany's solution](#)

**1303.**

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive  
[zyadhany's solution](#)

**1304.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[zyadhany's solution](#)

**1305.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zyadhany's solution](#)

**1306.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings  
[zyadhany's solution](#)

**1307.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zyadhany's solution](#)

**1308.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zyadhany's solution](#)

### 1309.

2161B

[Make Connected](#) · [Tutorial](#)

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

[zyadhany's solution](#)

### 1310.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[zyadhany's solution](#)

### 1311.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[zyadhany's solution](#)

### 1312.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[zyadhany's solution](#)

### 1313.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[zyadhany's solution](#)

### 1314.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zyadhany's solution](#)

### 1315.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[zyadhany's solution](#)

### 1316.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[zyadhany's solution](#)

### 1317.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[zyadhany's solution](#)

### 1318.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math, sortings

[zyadhany's solution](#)

**1319.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[zyadhany's solution](#)

**1320.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zyadhany's solution](#)

**1321.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, math

[zyadhany's solution](#)

**1322.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[zyadhany's solution](#)

**1323.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[zyadhany's solution](#)

**1324.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[zyadhany's solution](#)

**1325.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[zyadhany's solution](#)

**1326.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zyadhany's solution](#)

**1327.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[zyadhany's solution](#)

**1328.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zyadhany's solution](#)

**1329.**

2094G

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

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[zyadhany's solution](#)

**1330.**

2090D

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

Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zyadhany's solution](#)

**1331.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[zyadhany's solution](#)

**1332.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zyadhany's solution](#)

**1333.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[zyadhany's solution](#)

**1334.**

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[zyadhany's solution](#)

**1335.**

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zyadhany's solution](#)

**1336.**

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[zyadhany's solution](#)

**1337.**

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[zyadhany's solution](#)

**1338.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

combinatorics, implementation, math, sortings, two pointers

[zyadhany's solution](#)

**1339.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[zyadhany's solution](#)

**1340.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zyadhany's solution](#)

**1341.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyadhany's solution](#)

**1342.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[zyadhany's solution](#)

**1343.**

2031D

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Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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**1344.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

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**1345.**

2050F

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

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

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**1346.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

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**1347.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

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**1348.**

2045A

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**1349.**

1359C

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Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

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**1350.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**1351.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

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**1352.**

1365D

[Solve The Maze](#) · [Tutorial](#)

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**1353.**

1176E

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**1354.**

1000C

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**1355.**

1474C

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**1356.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

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**1357.**

1478C

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Quality: 10,624 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

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**1358.**

632C

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Quality: 10,437 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

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**1359.**

1826D

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Quality: 14,953 global accepts · Rating: 1700 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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**1360.**

1999G2

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

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**1361.**

1216C

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Quality: 10,364 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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**1362.**

831C

[Jury Marks](#) · [Tutorial](#)

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**1363.**

1985H1

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**1364.**

2009F

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Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

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**1365.**

581D

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Quality: 4,701 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

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**1366.**

1950F

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**1367.**

1995B2

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**1368.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

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structures, divide and conquer, greedy, math, sortings

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**1369.**

1982D

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

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**1370.**

1984C2

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[zyadhany's solution](#)

**1371.**

126B

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**1372.**

1472E

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**1373.**

1257D

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**1374.**

1473D

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**1375.**

1973C

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**1376.**

474D

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**1377.**

1249E

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**1378.**

1971G

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**1379.**

295B

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**1380.**

1131F

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1253D

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1325D

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1280A

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1942C2

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**1385.**

1948D

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**1386.**

1760G

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**1387.**

1692H

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**1388.**

1934C

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**1389.**

1937C

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

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**1390.**

1930C

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**1391.**

1451D

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**1392.**

1833F

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**1393.**

1873H

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**1394.**

1896D

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Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
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**1395.**

1894D

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Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers  
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**1396.**

1849D

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**1397.**

1688C

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**1398.**

339D

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**1399.**

339C

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**1400.**

1850H

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**1401.**

1829H

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**1402.**

1715C

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**1403.**

1798C

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**1404.**

1807F

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**1405.**

1772E

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**1406.**

1799C

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**1407.**

1770C

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**1408.**

1765D

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**1409.**

1783C

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**1410.**

1213G

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**1411.**

1468J

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Quality: 5,910 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy  
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**1412.**

1915G

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**1413.**

2218G

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Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**1414.**

2211C2

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Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
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**1415.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs  
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**1416.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-12-11 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths  
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**1417.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2024-04-30 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths  
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**1418.**

1965B

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**1419.**

2039C2

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Quality: 4,969 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

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**1420.**

1867D

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Quality: 6,875 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[zyadhany's solution](#)

**1421.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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**1422.**

2081A

[Math Division](#) · [Tutorial](#)

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**1423.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**1424.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[zyadhany's solution](#)

**1425.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**1426.**

1846F

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Quality: 3,722 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

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**1427.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,312 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[zyadhany's solution](#)

**1428.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

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### 1429.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

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### 1430.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,774 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

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### 1431.

2176D

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Quality: 5,766 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[zyadhany's solution](#)

### 1432.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[zyadhany's solution](#)

### 1433.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[zyadhany's solution](#)

### 1434.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[zyadhany's solution](#)

### 1435.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math, schedules

[zyadhany's solution](#)

### 1436.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

### 1437.

2164D

[Copy String](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1438.**

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[zyadhany's solution](#)

**1439.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1440.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1441.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[zyadhany's solution](#)

**1442.**

2144D

[Price Tags](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1443.**

2139E1

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

Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[zyadhany's solution](#)

**1444.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[zyadhany's solution](#)

**1445.**

2127D

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

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zyadhany's solution](#)

**1446.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zyadhany's solution](#)

**1447.**

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2025-06-20 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[zyadhany's solution](#)

**1448.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[zyadhany's solution](#)

**1449.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[zyadhany's solution](#)

**1450.**

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

[zyadhany's solution](#)

**1451.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zyadhany's solution](#)

**1452.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[zyadhany's solution](#)

**1453.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[zyadhany's solution](#)

**1454.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,278 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[zyadhany's solution](#)

**1455.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1456.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[zyadhany's solution](#)

**1457.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[zyadhany's solution](#)

**1458.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zyadhany's solution](#)

**1459.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[zyadhany's solution](#)

**1460.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2025-03-13 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zyadhany's solution](#)

**1461.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[zyadhany's solution](#)

**1462.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[zyadhany's solution](#)

**1463.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[zyadhany's solution](#)

**1464.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[zyadhany's solution](#)

**1465.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[zyadhany's solution](#)

**1466.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[zyadhany's solution](#)

**1467.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[zyadhany's solution](#)

**1468.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**1469.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[zyadhany's solution](#)

**1470.**

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zyadhany's solution](#)

**1471.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zyadhany's solution](#)

**1472.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-03-08 · last AC: 2024-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[zyadhany's solution](#)

**1473.**

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-29 · last AC: 2024-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[zyadhany's solution](#)

**1474.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zyadhany's solution](#)

**1475.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[zyadhany's solution](#)

**1476.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[zyadhany's solution](#)

**1477.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[zyadhany's solution](#)

**1478.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[zyadhany's solution](#)

**1479.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[zyadhany's solution](#)

**1480.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers  
[zyadhany's solution](#)

**1481.**

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[zyadhany's solution](#)

**1482.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths  
[zyadhany's solution](#)

**1483.**

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[zyadhany's solution](#)

**1484.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, greedy  
[zyadhany's solution](#)

**1485.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,799 global accepts · Rating: 1800 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[zyadhany's solution](#)

**1486.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
[zyadhany's solution](#)

**1487.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[zyadhany's solution](#)

**1488.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zyadhany's solution](#)

**1489.**

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[zyadhany's solution](#)

**1490.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zyadhany's solution](#)

**1491.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[zyadhany's solution](#)

**1492.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zyadhany's solution](#)

**1493.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1494.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[zyadhany's solution](#)

**1495.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2023-07-26 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zyadhany's solution](#)

**1496.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[zyadhany's solution](#)

**1497.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**1498.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[zyadhany's solution](#)

### 1499.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[zyadhany's solution](#)

### 1500.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2025-03-04 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[zyadhany's solution](#)

### 1501.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[zyadhany's solution](#)

### 1502.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2024-05-03 · last AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[zyadhany's solution](#)

### 1503.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[zyadhany's solution](#)

### 1504.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[zyadhany's solution](#)

### 1505.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zyadhany's solution](#)

### 1506.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[zyadhany's solution](#)

### 1507.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[zyadhany's solution](#)

**1508.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees  
[zyadhany's solution](#)

**1509.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[zyadhany's solution](#)

**1510.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings  
[zyadhany's solution](#)

**1511.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths  
[zyadhany's solution](#)

**1512.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[zyadhany's solution](#)

**1513.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings  
[zyadhany's solution](#)

**1514.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[zyadhany's solution](#)

**1515.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings  
[zyadhany's solution](#)

**1516.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[zyadhany's solution](#)

**1517.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

math

[zyadhany's solution](#)

**1518.**

2184G

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

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1519.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**1520.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[zyadhany's solution](#)

**1521.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[zyadhany's solution](#)

**1522.**

2180C

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

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

[zyadhany's solution](#)

**1523.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1524.**

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zyadhany's solution](#)

**1525.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[zyadhany's solution](#)

**1526.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zyadhany's solution](#)

**1527.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

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**1528.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[zyadhany's solution](#)

**1529.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[zyadhany's solution](#)

**1530.**

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[zyadhany's solution](#)

**1531.**

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, string suffix structures, strings

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**1532.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[zyadhany's solution](#)

**1533.**

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[zyadhany's solution](#)

**1534.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[zyadhany's solution](#)

**1535.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[zyadhany's solution](#)

**1536.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

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**1537.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

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**1538.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

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**1539.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zyadhany's solution](#)

**1540.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zyadhany's solution](#)

**1541.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[zyadhany's solution](#)

**1542.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[zyadhany's solution](#)

**1543.**

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

[zyadhany's solution](#)

**1544.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[zyadhany's solution](#)

**1545.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zyadhany's solution](#)

**1546.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[zyadhany's solution](#)

**1547.**

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[zyadhany's solution](#)

**1548.**

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[zyadhany's solution](#)

**1549.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[zyadhany's solution](#)

**1550.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[zyadhany's solution](#)

**1551.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[zyadhany's solution](#)

**1552.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zyadhany's solution](#)

**1553.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[zyadhany's solution](#)

**1554.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**1555.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[zyadhany's solution](#)

**1556.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zyadhany's solution](#)

**1557.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[zyadhany's solution](#)

**1558.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[zyadhany's solution](#)

**1559.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zyadhany's solution](#)

**1560.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[zyadhany's solution](#)

**1561.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zyadhany's solution](#)

**1562.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[zyadhany's solution](#)

**1563.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[zyadhany's solution](#)

**1564.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[zyadhany's solution](#)

**1565.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zyadhany's solution](#)

**1566.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zyadhany's solution](#)

**1567.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures  
[zyadhany's solution](#)

**1568.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy  
[zyadhany's solution](#)

**1569.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · last AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[zyadhany's solution](#)

**1570.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
[zyadhany's solution](#)

**1571.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[zyadhany's solution](#)

**1572.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[zyadhany's solution](#)

**1573.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers  
[zyadhany's solution](#)

**1574.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[zyadhany's solution](#)

**1575.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[zyadhany's solution](#)

**1576.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, trees  
[zyadhany's solution](#)

**1577.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms  
[zyadhany's solution](#)

**1578.**

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[zyadhany's solution](#)

**1579.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,073 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[zyadhany's solution](#)

**1580.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation  
[zyadhany's solution](#)

**1581.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search  
[zyadhany's solution](#)

**1582.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[zyadhany's solution](#)

**1583.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math  
[zyadhany's solution](#)

**1584.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[zyadhany's solution](#)

**1585.**

1649E

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

Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math  
[zyadhany's solution](#)

**1586.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers  
[zyadhany's solution](#)

**1587.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[zyadhany's solution](#)

**1588.**

1855C2

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

Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[zyadhany's solution](#)

**1589.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy  
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**1590.**

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[zyadhany's solution](#)

**1591.**

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings  
[zyadhany's solution](#)

**1592.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-03-04 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings  
[zyadhany's solution](#)

**1593.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math  
[zyadhany's solution](#)

**1594.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2026-01-16 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[zyadhany's solution](#)

**1595.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
[zyadhany's solution](#)

**1596.**

2179F

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

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

**1597.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[zyadhany's solution](#)

**1598.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[zyadhany's solution](#)

**1599.**

2154C2

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

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[zyadhany's solution](#)

**1600.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[zyadhany's solution](#)

**1601.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math, strings

[zyadhany's solution](#)

**1602.**

2146D2

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

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

[zyadhany's solution](#)

**1603.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[zyadhany's solution](#)

**1604.**

2139E2

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

Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[zyadhany's solution](#)

**1605.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[zyadhany's solution](#)

**1606.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1607.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[zyadhany's solution](#)**1608.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,308 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[zyadhany's solution](#)**1609.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zyadhany's solution](#)**1610.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zyadhany's solution](#)**1611.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zyadhany's solution](#)**1612.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[zyadhany's solution](#)**1613.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[zyadhany's solution](#)**1614.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[zyadhany's solution](#)**1615.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[zyadhany's solution](#)**1616.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[zyadhany's solution](#)

**1617.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[zyadhany's solution](#)**1618.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[zyadhany's solution](#)**1619.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, ternary search

[zyadhany's solution](#)**1620.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zyadhany's solution](#)**1621.**

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[zyadhany's solution](#)**1622.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[zyadhany's solution](#)**1623.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zyadhany's solution](#)**1624.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-03-01 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[zyadhany's solution](#)**1625.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zyadhany's solution](#)**1626.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[zyadhany's solution](#)

### 1627.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

### 1628.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[zyadhany's solution](#)

### 1629.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zyadhany's solution](#)

### 1630.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zyadhany's solution](#)

### 1631.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zyadhany's solution](#)

### 1632.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[zyadhany's solution](#)

### 1633.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[zyadhany's solution](#)

### 1634.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[zyadhany's solution](#)

### 1635.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zyadhany's solution](#)

### 1636.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zyadhany's solution](#)

**1637.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zyadhany's solution](#)

**1638.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[zyadhany's solution](#)

**1639.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[zyadhany's solution](#)

**1640.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**1641.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[zyadhany's solution](#)

**1642.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[zyadhany's solution](#)

**1643.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[zyadhany's solution](#)

**1644.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[zyadhany's solution](#)

**1645.**

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zyadhany's solution](#)

**1646.**

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zyadhany's solution](#)

**1647.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[zyadhany's solution](#)

**1648.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[zyadhany's solution](#)

**1649.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[zyadhany's solution](#)

**1650.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[zyadhany's solution](#)

**1651.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[zyadhany's solution](#)

**1652.**

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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**1653.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[zyadhany's solution](#)

**1654.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[zyadhany's solution](#)

**1655.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zyadhany's solution](#)

**1656.**

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zyadhany's solution](#)

**1657.**

1923E

[Count Paths](#) · [Tutorial](#)

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

[zyadhany's solution](#)

**1658.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[zyadhany's solution](#)

**1659.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2025-06-02 · last AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[zyadhany's solution](#)

**1660.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2025-03-26 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[zyadhany's solution](#)

**1661.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[zyadhany's solution](#)

**1662.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zyadhany's solution](#)

**1663.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-10-28 · last AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zyadhany's solution](#)

**1664.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[zyadhany's solution](#)

**1665.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zyadhany's solution](#)

**1666.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive  
[zyadhany's solution](#)

**1667.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[zyadhany's solution](#)

**1668.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2026-02-02 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zyadhany's solution](#)

**1669.**

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**1670.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[zyadhany's solution](#)

**1671.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[zyadhany's solution](#)

**1672.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[zyadhany's solution](#)

**1673.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[zyadhany's solution](#)

**1674.**

2145E

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

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[zyadhany's solution](#)

**1675.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[zyadhany's solution](#)

**1676.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[zyadhany's solution](#)

### 1677.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[zyadhany's solution](#)

### 1678.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

### 1679.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[zyadhany's solution](#)

### 1680.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

### 1681.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[zyadhany's solution](#)

### 1682.

2161D

[Locked Out](#) · [Tutorial](#)

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

[zyadhany's solution](#)

### 1683.

2152E

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

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

[zyadhany's solution](#)

### 1684.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[zyadhany's solution](#)

### 1685.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[zyadhany's solution](#)

**1686.**

2150C

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Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[zyadhany's solution](#)

**1687.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[zyadhany's solution](#)

**1688.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar  
[zyadhany's solution](#)

**1689.**

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive  
[zyadhany's solution](#)

**1690.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math  
[zyadhany's solution](#)

**1691.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers  
[zyadhany's solution](#)

**1692.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zyadhany's solution](#)

**1693.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[zyadhany's solution](#)

**1694.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math  
[zyadhany's solution](#)

**1695.**

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[zyadhany's solution](#)

**1696.**

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[zyadhany's solution](#)

**1697.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[zyadhany's solution](#)

**1698.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**1699.**

838B

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

Quality: 1,080 global accepts · Rating: 2100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[zyadhany's solution](#)

**1700.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[zyadhany's solution](#)

**1701.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[zyadhany's solution](#)

**1702.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zyadhany's solution](#)

**1703.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, strings

[zyadhany's solution](#)

**1704.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zyadhany's solution](#)

**1705.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dp, greedy, trees

[zyadhany's solution](#)

**1706.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[zyadhany's solution](#)

**1707.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees  
[zyadhany's solution](#)

**1708.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[zyadhany's solution](#)

**1709.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths  
[zyadhany's solution](#)

**1710.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[zyadhany's solution](#)

**1711.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[zyadhany's solution](#)

**1712.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[zyadhany's solution](#)

**1713.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[zyadhany's solution](#)

**1714.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs  
[zyadhany's solution](#)

**1715.**

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[zyadhany's solution](#)

**1716.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[zyadhany's solution](#)

**1717.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[zyadhany's solution](#)

**1718.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[zyadhany's solution](#)

**1719.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[zyadhany's solution](#)

**1720.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[zyadhany's solution](#)

**1721.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[zyadhany's solution](#)

**1722.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[zyadhany's solution](#)

**1723.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zyadhany's solution](#)

**1724.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[zyadhany's solution](#)

**1725.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zyadhany's solution](#)

**1726.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[zyadhany's solution](#)

**1727.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zyadhany's solution](#)

**1728.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths

[zyadhany's solution](#)

**1729.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[zyadhany's solution](#)

**1730.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[zyadhany's solution](#)

**1731.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**1732.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[zyadhany's solution](#)

**1733.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[zyadhany's solution](#)

**1734.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[zyadhany's solution](#)

**1735.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[zyadhany's solution](#)

**1736.**

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[zyadhany's solution](#)

**1737.**

2179G

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

Quality: 1,210 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[zyadhany's solution](#)

**1738.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[zyadhany's solution](#)

**1739.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zyadhany's solution](#)

**1740.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**1741.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zyadhany's solution](#)

**1742.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[zyadhany's solution](#)

**1743.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[zyadhany's solution](#)

**1744.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zyadhany's solution](#)

**1745.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[zyadhany's solution](#)

**1746.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[zyadhany's solution](#)

**1747.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[zyadhany's solution](#)

**1748.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zyadhany's solution](#)

**1749.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[zyadhany's solution](#)

**1750.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[zyadhany's solution](#)

**1751.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[zyadhany's solution](#)

**1752.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zyadhany's solution](#)

**1753.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[zyadhany's solution](#)

**1754.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[zyadhany's solution](#)

**1755.**

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

[zyadhany's solution](#)

**1756.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[zyadhany's solution](#)

**1757.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[zyadhany's solution](#)

**1758.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[zyadhany's solution](#)

**1759.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[zyadhany's solution](#)

**1760.**

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[zyadhany's solution](#)

**1761.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[zyadhany's solution](#)

**1762.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[zyadhany's solution](#)

**1763.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[zyadhany's solution](#)

**1764.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zyadhany's solution](#)

**1765.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs  
[zyadhany's solution](#)

**1766.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices  
[zyadhany's solution](#)

**1767.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory  
[zyadhany's solution](#)

**1768.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy  
[zyadhany's solution](#)

**1769.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[zyadhany's solution](#)

**1770.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[zyadhany's solution](#)

**1771.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[zyadhany's solution](#)

**1772.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[zyadhany's solution](#)

**1773.**

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  
[zyadhany's solution](#)

**1774.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zyadhany's solution](#)

**1775.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[zyadhany's solution](#)

**1776.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[zyadhany's solution](#)

**1777.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zyadhany's solution](#)

**1778.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zyadhany's solution](#)

**1779.**

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[zyadhany's solution](#)

**1780.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[zyadhany's solution](#)

**1781.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[zyadhany's solution](#)

**1782.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[zyadhany's solution](#)

**1783.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[zyadhany's solution](#)

**1784.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**1785.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[zyadhany's solution](#)

**1786.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[zyadhany's solution](#)

**1787.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[zyadhany's solution](#)

**1788.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[zyadhany's solution](#)

**1789.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[zyadhany's solution](#)

**1790.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zyadhany's solution](#)

**1791.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zyadhany's solution](#)

**1792.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zyadhany's solution](#)

**1793.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[zyadhany's solution](#)

**1794.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[zyadhany's solution](#)

**1795.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zyadhany's solution](#)

**1796.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[zyadhany's solution](#)

**1797.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[zyadhany's solution](#)

**1798.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[zyadhany's solution](#)

**1799.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[zyadhany's solution](#)

**1800.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[zyadhany's solution](#)

**1801.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zyadhany's solution](#)

**1802.**

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[zyadhany's solution](#)

**1803.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[zyadhany's solution](#)

**1804.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[zyadhany's solution](#)

### 1805.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[zyadhany's solution](#)

### 1806.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zyadhany's solution](#)

### 1807.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[zyadhany's solution](#)

### 1808.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[zyadhany's solution](#)

### 1809.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[zyadhany's solution](#)

### 1810.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[zyadhany's solution](#)

### 1811.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing

[zyadhany's solution](#)

### 1812.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[zyadhany's solution](#)

### 1813.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zyadhany's solution](#)

### 1814.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy  
[zyadhany's solution](#)

### 1815.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[zyadhany's solution](#)

### 1816.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[zyadhany's solution](#)

### 1817.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[zyadhany's solution](#)

### 1818.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zyadhany's solution](#)

### 1819.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[zyadhany's solution](#)

### 1820.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[zyadhany's solution](#)

### 1821.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[zyadhany's solution](#)

### 1822.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[zyadhany's solution](#)

### 1823.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zyadhany's solution](#)

**1824.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zyadhany's solution](#)

**1825.**

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[zyadhany's solution](#)

**1826.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[zyadhany's solution](#)

**1827.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zyadhany's solution](#)

**1828.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[zyadhany's solution](#)

**1829.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zyadhany's solution](#)

**1830.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[zyadhany's solution](#)

**1831.**

2211F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[zyadhany's solution](#)

**1832.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[zyadhany's solution](#)

**1833.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, string suffix structures, strings

[zyadhany's solution](#)

**1834.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[zyadhany's solution](#)

**1835.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zyadhany's solution](#)

**1836.**

97A

[Domino](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[zyadhany's solution](#)

**1837.**

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, ternary search

[zyadhany's solution](#)

**1838.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[zyadhany's solution](#)

**1839.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zyadhany's solution](#)

**1840.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[zyadhany's solution](#)

**1841.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[zyadhany's solution](#)

**1842.**

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zyadhany's solution](#)

**1843.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[zyadhany's solution](#)

**1844.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[zyadhany's solution](#)

**1845.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[zyadhany's solution](#)

**1846.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zyadhany's solution](#)

**1847.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[zyadhany's solution](#)

**1848.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[zyadhany's solution](#)

**1849.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[zyadhany's solution](#)

**1850.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[zyadhany's solution](#)

**1851.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[zyadhany's solution](#)

**1852.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[zyadhany's solution](#)

**1853.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[zyadhany's solution](#)

**1854.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyadhany's solution](#)

**1855.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[zyadhany's solution](#)

**1856.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zyadhany's solution](#)

**1857.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[zyadhany's solution](#)

**1858.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zyadhany's solution](#)

**1859.**

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zyadhany's solution](#)

**1860.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[zyadhany's solution](#)

**1861.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: strings

[zyadhany's solution](#)

**1862.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[zyadhany's solution](#)

**1863.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[zyadhany's solution](#)

**1864.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[zyadhany's solution](#)

**1865.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[zyadhany's solution](#)

**1866.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zyadhany's solution](#)

**1867.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[zyadhany's solution](#)

**1868.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[zyadhany's solution](#)

**1869.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[zyadhany's solution](#)

**1870.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[zyadhany's solution](#)

**1871.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[zyadhany's solution](#)

**1872.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zyadhany's solution](#)

**1873.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[zyadhany's solution](#)

**1874.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[zyadhany's solution](#)

**1875.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[zyadhany's solution](#)

**1876.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zyadhany's solution](#)

**1877.**

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[zyadhany's solution](#)

**1878.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[zyadhany's solution](#)

**1879.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs

[zyadhany's solution](#)

**1880.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[zyadhany's solution](#)

**1881.**

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[zyadhany's solution](#)

**1882.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[zyadhany's solution](#)

**1883.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[zyadhany's solution](#)

**1884.**

2175E2

[Beautiful Patterns \(Hard Version\) · Tutorial](#)

Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zyadhany's solution](#)

**1885.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[zyadhany's solution](#)

**1886.**

2156E

[Best Time to Buy and Sell Stock · Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-30 · last AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[zyadhany's solution](#)

**1887.**

963D

[Frequency of String · Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[zyadhany's solution](#)

**1888.**

1771F

[Hossam and Range Minimum Query · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zyadhany's solution](#)

**1889.**

2144E2

[Looking at Towers \(difficult version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[zyadhany's solution](#)

**1890.**

2140E2

[Prime Gaming \(Hard Version\) · Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[zyadhany's solution](#)

**1891.**

1387B2

[Village \(Maximum\) · Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dfs and similar, trees

[zyadhany's solution](#)

**1892.**

2113F

[Two Arrays · Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zyadhany's solution](#)

**1893.**

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp  
[zyadhany's solution](#)

**1894.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search  
[zyadhany's solution](#)

**1895.**

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  
[zyadhany's solution](#)

**1896.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[zyadhany's solution](#)

**1897.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[zyadhany's solution](#)

**1898.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math  
[zyadhany's solution](#)

**1899.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zyadhany's solution](#)

**1900.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[zyadhany's solution](#)

**1901.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities  
[zyadhany's solution](#)

**1902.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft  
[zyadhany's solution](#)

**1903.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory, shortest paths

[zyadhany's solution](#)

**1904.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zyadhany's solution](#)

**1905.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[zyadhany's solution](#)

**1906.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[zyadhany's solution](#)

**1907.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[zyadhany's solution](#)

**1908.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[zyadhany's solution](#)

**1909.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

[zyadhany's solution](#)

**1910.**

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[zyadhany's solution](#)

**1911.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[zyadhany's solution](#)

**1912.**

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[zyadhany's solution](#)

**1913.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[zyadhany's solution](#)

### 1914.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[zyadhany's solution](#)

### 1915.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[zyadhany's solution](#)

### 1916.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zyadhany's solution](#)

### 1917.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[zyadhany's solution](#)

### 1918.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[zyadhany's solution](#)

### 1919.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[zyadhany's solution](#)

### 1920.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[zyadhany's solution](#)

### 1921.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[zyadhany's solution](#)

### 1922.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[zyadhany's solution](#)

**1923.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[zyadhany's solution](#)

**1924.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math  
[zyadhany's solution](#)

**1925.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings  
[zyadhany's solution](#)

**1926.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees  
[zyadhany's solution](#)

**1927.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers  
[zyadhany's solution](#)

**1928.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[zyadhany's solution](#)

**1929.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[zyadhany's solution](#)

**1930.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[zyadhany's solution](#)

**1931.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu  
[zyadhany's solution](#)

**1932.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers  
[zyadhany's solution](#)

**1933.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs  
[zyadhany's solution](#)

**1934.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees  
[zyadhany's solution](#)

**1935.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings  
[zyadhany's solution](#)

**1936.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees  
[zyadhany's solution](#)

**1937.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[zyadhany's solution](#)

**1938.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees  
[zyadhany's solution](#)

**1939.**

2116F

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[zyadhany's solution](#)

**1940.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[zyadhany's solution](#)

**1941.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[zyadhany's solution](#)

**1942.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[zyadhany's solution](#)

**1943.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[zyadhany's solution](#)

**1944.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[zyadhany's solution](#)

**1945.**

2175F

[Secret Message](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees  
[zyadhany's solution](#)

**1946.**

2224E

[Zhily and Signpost](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, dp, math, number theory, trees  
[zyadhany's solution](#)

**1947.**

2224D

[Zhily and Barknights](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[zyadhany's solution](#)

**1948.**

2224C

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**1949.**

2224B

[Zhily and Mex and Max](#) · [Tutorial](#)

Quality: 3,776 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[zyadhany's solution](#)

**1950.**

2224A

[Zhily and Array Operating](#) · [Tutorial](#)

Quality: 5,755 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

**1951.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees  
[zyadhany's solution](#)

**1952.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers  
[zyadhany's solution](#)

**1953.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zyadhany's solution](#)

### 1954.

100625D

[Destination Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · last AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1955.

106457G

[Eridanus Prime](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1956.

106457C

[Fontaineblue](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1957.

106457B

[Bespin](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1958.

106457M

[Aerth](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1959.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1960.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1961.

106328M

[Classic Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1962.

106328B

[Odd Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1963.

106328E

[MiniC](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 1964.

106328J

[Someone's Favourite Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1965.**

106328D

[Xor And Mul](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1966.**

106270H

[Optimal Balancing Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1967.**

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1968.**

106270F

[Morning Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1969.**

106270J

[C-Style String Length](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1970.**

106098E

[Farouk and Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1971.**

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1972.**

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1973.**

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1974.**

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1975.**

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1976.**

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1977.**

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1978.**

106098J

[Bald and Eslam](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1979.**

106098H

[Farouk and Tape](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1980.**

106098I

[MEDAA and Totients](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1981.**

106098G

[Bald and Isabel](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1982.**

106098F

[MEDAA and the Jumping Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1983.**

106098K

[Farouk and MEX Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1984.**

106098D

[Bald and Siniora](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1985.**

106098C

[MEDAA and Mohamed Hazem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1986.**

106098B

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

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1987.**

106098M

[MEDAA, Farouk, and Bald](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1988.**

106098A

[Bald and Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1989.**

106098L

[MEDAA and subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1990.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1991.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1992.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1993.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1994.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1995.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1996.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**1997.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1998.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**1999.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2000.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2001.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2002.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2003.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2004.**

106241K

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2005.**

106241F

[GCD <-> LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2006.**

106241I

[Er7am El Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2007.**

106241G

[Journey Around The World](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2008.**

106241J

[7aseb El Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2009.**

106241A

[Ya Sabah EI GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2010.**

106241H

[Yasser and Arithmetic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2011.**

106241E

[Sheesh EI Beesh](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2012.**

106241D

[Mini-Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2013.**

106241N

[Ma3rofa 2Isra7a](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2014.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2015.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2016.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2017.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2018.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2019.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2020.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2021.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2022.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2023.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2024.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2025.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2026.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2027.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2028.**

106225D

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

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2029.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2030.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2031.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2032.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2033.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2034.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2035.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2036.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2037.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2038.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2039.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2040.**

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

**2041.**

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2042.**

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2043.**

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2044.**

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2045.**

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2046.**

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2047.**

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2048.**

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2049.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2050.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2051.**

105809C

[Chess in 3D](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2052.**

105809H

[Hiding the One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2053.**

105809L

[Los Ratones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2054.**

105809J

[Join the art class](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2055.**

105809F

[Fast LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2056.**

105809I

[Integer dyslexia](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2057.**

105809M

[Math lesson](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2058.**

105809A

[A Factory Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2059.**

105809K

[K-token Language Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2060.**

105809O

[Obfuscation technique](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2061.**

105809D

[Distinct Token Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2062.**

105809G

[Game of Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2063.**

105809B

[BPE Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2064.**

105809N

[Nature's Delights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2065.**

106068H

[Wanna win? Solve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2066.**

106068J

[Washing Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2067.**

106068K

[Hassan VS Naya](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2068.**

106068B

[SCPC is Typing...](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2069.**

106068I

[The judges problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2070.**

106068A

[Correct Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2071.**

106068C

[Stones Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2072.**

106068G

[Fire Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2073.**

106068L

[Triangle hole](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2074.**

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2075.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[zyadhany's solution](#)

**2076.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[zyadhany's solution](#)

**2077.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2078.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2079.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2080.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2081.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2082.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2083.**

106016B

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2084.**

106016E

[a less than b](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2085.**

106016L

[Good Sets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2086.

106016F

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2087.

106016I

[W/S TREE](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2088.

106016D

[Least Uncommon Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2089.

106016C

[USD vs Liras](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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### 2090.

106016H

[Median Gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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### 2091.

106016K

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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### 2092.

106016A

[The Beauty Of Homs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2093.

105321E

[Final Showdown](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2094.

105321H

[Electric Fence for Livestock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zyadhany's solution](#)

### 2095.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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### 2096.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2097.**

105321J

[Never Add Up to X](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2098.**

105321L

[Games](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2099.**

105321B

[Period Search](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2100.**

105321G

[Garlands](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2101.**

105321F

[Fixture](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2102.**

105321N

[New Dimensions](#) · Tutorial

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2103.**

105321D

[Duo](#) · Tutorial

Rating: — · first AC: 2024-10-09 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2104.**

101991K

[Khoshaf](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2105.**

101991A

[Awesome Shawarma](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2106.**

101991B

[Baklava Tray](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2107.**

101991D

[Dull Chocolates](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2108.**

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2109.**

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2110.**

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2111.**

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2112.**

105993H

[Sortable Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2113.**

105993C

[Shortest Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2114.**

105993L

[Dynamic String Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2115.**

105993I

[Largest Divisible by Nine](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2116.**

105993D

[Black Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2117.**

105993J

[Pixel Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2118.**

105993G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2119.**

105993E

[Eating The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2120.**

105993A

[Olives and Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2121.**

105993M

[Rob And Lie](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2122.**

105993K

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2123.**

105993B

[Let's Go Swimming!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2124.**

106059M

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

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2125.**

106059F

[Forbidden Spell Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2126.**

106059D

[Data Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2127.**

106059E

[Echoes on the Endless Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2128.**

106059J

[Jigsaw of Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2129.**

106059K

[Karl's Dormitory Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2130.**

106059L

[Lantern Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2131.**

106063E

[El Juego del Calamar](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2132.**

106050J

[Jocund Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2133.**

106050K

[K Common Interests](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2134.**

106050C

[Cavern of Runes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2135.**

106050I

[Itinerary of a Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2136.**

106050D

[Dilemma of Movies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2137.**

106050M

[Mirage of the Waterfalls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2138.**

106050H

[Has a Unilestep ever existed?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2139.**

106050G

[Great Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2140.**

106050B

[Binarical Garden](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2141.**

106050F

[Framed Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2142.**

106050L

[Liberty from Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2143.**

106050N

[Name of the Marathon?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2144.**

106050A

[Analysis of a Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2145.**

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2146.**

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2147.**

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2148.**

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2149.**

106063L

[Los Ratonés III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2150.**

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2151.**

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2152.**

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2153.**

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2154.**

105408D

[Dance of Ferrets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2155.**

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2156.**

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2157.**

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2158.**

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2159.**

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2160.**

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2161.**

105408A

[AAEGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2162.**

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2163.**

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2164.**

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2165.**

106032G

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

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2166.**

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2167.**

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2168.**

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2169.**

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2170.**

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2171.**

106054D

[Day of rain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2172.**

106054J

[Jaimito's blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2173.**

106054B

[Block sum array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2174.**

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2175.**

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2176.**

106054C

[Circularly](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2177.**

106054E

[Execution](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2178.**

106054I

[Inés and her compitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2179.**

106054N

[Nothofagus antarctica](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2180.**

106054A

[Artifact to print](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2181.**

106054G

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2182.**

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2183.**

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2184.**

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2185.**

106020H

[Mexican Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2186.**

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2187.**

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2188.**

105190K

[Bad Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2189.**

105190F

[Good Friend](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2190.**

105190G

[Da7doo7](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2191.**

105190B

[Best Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2192.**

105190J

[Short Statement](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2193.**

105190M

[Ali and BOX](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2194.**

105190D

[Math Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2195.**

105190C

[Salameh Leveling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2196.**

105190H

[How Ali Sees Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2197.**

105190E

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2198.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2199.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · last AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2200.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2201.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2202.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2203.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2204.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2205.**

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2206.**

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2207.**

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2208.**

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2209.**

104603M

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

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2210.**

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2211.**

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2212.**

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2213.**

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2214.**

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2215.**

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2216.**

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2217.**

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2218.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2219.**

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2220.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2221.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2222.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2223.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2224.**

105465B

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

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2225.**

105319D

[Lazy Jaber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2226.**

105319E

[Sorting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2227.**

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2228.**

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2229.**

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2230.**

105319H

[Divide And Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2231.**

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2232.**

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2233.**

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2234.**

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2235.**

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2236.**

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2237.**

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2238.**

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2239.**

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2240.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2241.**

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2242.**

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2243.**

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2244.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2245.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2246.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2247.**

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2248.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2249.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2250.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2251.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2252.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2253.**

106007E

[Clean White Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2254.**

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2255.**

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2256.**

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2257.**

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2258.**

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2259.**

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2260.**

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2261.**

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2262.**

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2263.**

106007G

[Nim Game In Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2264.**

106007M

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

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2265.**

106007C

[Pizza Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2266.**

106007L

[Equalize](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2267.**

106007D

[Master of the Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2268.**

106007A

[GCD MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2269.**

106007H

[Minimum Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2270.**

106007K

[And X Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2271.**

106007I

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

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2272.**

106007F

[Meen 3mk?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2273.**

105230J

[Super Bishop](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2274.**

105230C

[Little Birthday Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2275.**

105230G

[Great Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2276.**

105230A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2277.**

105230I

[Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2278.**

105230F

[Franklin is Back](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2279.**

105230D

[Divisor Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2280.**

105230B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2281.**

105230K

[Treasures](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2282.**

105230H

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2283.**

105230E

[Great Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2284.**

105974E

[Constructive Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · last AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2285.**

105974C

[Distinct Xor Subsequence Queries I](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2286.**

105974A

[Distinct Xor Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2287.**

105974B

[Distinct Xor Subsequence Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2288.**

105979L

[Lemmings's Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2289.**

105979J

[Justice for the Underdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2290.**

105979H

[Hathsin's piths](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2291.**

105979F

[Fixing logs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2292.**

105979D

[Discovering Graphlandia](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2293.**

105979I

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

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2294.**

105979C

[Chicken Jockey](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2295.**

105979K

[K. K. Slider's concert](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2296.**

105979A

[Arithmetica's problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2297.**

105873F

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2298.**

105873K

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Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2299.**

105873G

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Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2300.**

103886L

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Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2301.**

101806Q

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Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2302.**

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2303.**

102644I

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Rating: — · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2304.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2305.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2306.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2307.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2308.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2309.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2310.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2311.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2312.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2313.**

105272E

[Excavating Mercury](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2314.**

105272C

[Cosmic candidates](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2315.**

105272B

[Battle in space](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2316.**

104380A

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

Rating: — · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2317.**

104380H

[01 \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2318.**

105380F

[Inversion Sum · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2319.**

105380E

[String Palindrome Game · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2320.**

105380D

[Make It Good · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2321.**

105380C

[Dhrumil The Pados Wali Aunty · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2322.**

105380B1

[Xor Pairs \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2323.**

105380B2

[Xor Pairs \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2324.**

105380A

[Who Hates Abhishek? · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2325.**

102397A

[Bashar and SHAWERMA! · Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2326.**

104048K

[Fullmetal Alchemist II · Tutorial](#)

Rating: — · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2327.**

101102D

[Rectangles · Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2328.**

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2329.**

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2330.**

105705A

[Max Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2331.**

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2332.**

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2333.**

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2334.**

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2335.**

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2336.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[zyadhany's solution](#)

**2337.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2338.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2339.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2340.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2341.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2342.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2343.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2344.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2345.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2346.**

104791B

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2347.**

105200E

[Earthquake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2348.**

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2349.**

104791A

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2350.**

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2351.**

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2352.**

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2353.**

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2354.**

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2355.**

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2356.**

104002E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2357.**

104669D

[Binary Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2358.**

104669F

[Senioritis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2359.**

104669E

[Turnaround](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2360.**

104669K

[Keys and the Subtree Permutation \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2361.**

104669J

[Keys and the Subtree Permutation \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2362.**

104669C

[Max Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2363.**

104669B

[String Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2364.**

104669A

[Turtle Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2365.**

102951D

[Static Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2366.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2367.**

104678E

[Football tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2368.**

104678C

[Storybooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2369.**

104678B

[Streamer night](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**2370.**

104678J

[Find the cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2371.**

104678D

[Basic examination](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2372.**

104678A

[Ornament](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyadhany's solution](#)

**2373.**

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2374.**

101883C

[Pig Latin](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2375.**

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2376.**

101883A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2377.**

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2378.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2379.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2380.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2381.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2382.**

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2383.**

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2384.**

105264I

[Homies and Not Homies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2385.**

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2386.**

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2387.**

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2388.**

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2389.**

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2390.**

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2391.**

105262F

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

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2392.**

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2393.**

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2394.**

105262I

[The Vampire Partner](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2395.**

105262K

[The Red Tomato](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2396.**

105262M

[Maximum Subarray Alternating Sum](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2397.**

105262B

[Re-Indexing](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2398.**

105262J

[Just One More Bro, I Swear](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2399.**

105020M

[Delivery](#) · Tutorial

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2400.**

105020C

[Ice Coffee](#) · Tutorial

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2401.**

105020K

[Wrong digits](#) · Tutorial

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2402.**

105020A

[Mood](#) · Tutorial

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2403.**

105020L

[Black and White Tree](#) · Tutorial

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2404.**

105020F

[Distinct](#) · Tutorial

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2405.**

105020I

[Omar and Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2406.**

105020N

[How many rectangles?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2407.**

105020D

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

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2408.**

105020E

[The Detective Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2409.**

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2410.**

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2411.**

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2412.**

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2413.**

105129E

[The Longest Half Hour in the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2414.**

105129M

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

Rating: — · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2415.**

105129G

[Bonus System](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2416.**

105129B

[Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2417.**

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2418.**

105129F

[Semi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2419.**

105129J

[Problem Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2420.**

105129H

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

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2421.**

105129L

[15 Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2422.**

105129I

[Drink Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2423.**

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2424.**

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2425.**

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2426.**

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2427.**

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2428.**

105109F

[Lost in the Album Store](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2429.**

105109I

[Record Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2430.**

105109E

[Is It Vinyl?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2431.**

105109B

[6th heaven](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2432.**

105109A

[Skipping Songs](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2433.**

105109J

[Record The Record Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2434.**

105223A

[Levi Is Sad](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2435.**

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2436.**

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2437.**

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2438.**

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2439.**

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2440.**

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2441.**

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2442.**

104400E

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

Rating: — · first AC: 2024-06-22 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2443.**

104400C

[Construct A Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2444.**

104400B

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2445.**

104400A

[Playf and ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2446.**

104400J

[Sakuyalove and Latin Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2447.**

104400H

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

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2448.**

104400D

[Sakuyalove and Fast FFT](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2449.**

104400I

[Infinite recurring Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2450.**

104400L

[Timetable Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2451.**

100676G

[G.Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2452.**

101498L

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

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2453.**

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2454.**

104663M

[Banana Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2455.**

104663C

[Don't Let Them Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2456.**

104663K

[Divisible by three](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2457.**

105085A

[Pawn vs King Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2458.**

105085J

[Popping balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2459.**

105085C

[And yet it moves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2460.**

105085E

[The supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2461.**

105085G

[The Squared Thinker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2462.**

105085K

[Goddbach conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2463.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[zyadhany's solution](#)

**2464.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, schedules

[zyadhany's solution](#)

**2465.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[zyadhany's solution](#)

**2466.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[zyadhany's solution](#)

**2467.**

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyadhany's solution](#)

**2468.**

104545A

[Agorabusiness](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2469.**

104545D

[Divine Music](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2470.**

104545B

[Balloon Quantum Popping](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2471.**

104545C

[Coffee Break](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2472.**

104545F

[Fierce election](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2473.**

104545H

[Hero Morethor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2474.**

104545J

[Joyful Feast of the Gods](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2475.**

104745E

[Looking for palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2476.**

104745D

[jbum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2477.**

104745K

[Óscar and his battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2478.**

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2479.**

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2480.**

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2481.**

103785B

[Poku's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2482.**

103785A

[BCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2483.**

102058E

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2484.**

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2485.**

102058L

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2486.**

104289D

[GCD in Median Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2487.**

104289C

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2488.**

104289B

[OR-bitax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2489.**

104289A

[String Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2490.**

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2491.**

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2492.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2493.**

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2494.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2495.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2496.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2497.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2498.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2499.**

104059C

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

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2500.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2501.**

104415H

[How do you spell this?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2502.**

104415F

[Frisbee Training](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2503.**

104415A

[Attendance Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2504.**

104415C

[Candy Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2505.**

104415D

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

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2506.**

104415I

[Impressing the Captain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2507.**

104069H

[Harada Football Clube](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2508.**

104069B

[Best University ID](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2509.**

104069I

[Irritating Carlinhos](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2510.**

104069F

[Food Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2511.**

104069J

[Journey through time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2512.**

104069E

[EI Classificador](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2513.**

104069G

[Grand Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zyadhany's solution](#)

**2514.**

104069A

[Abducting Nathan!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2515.**

104069D

[Diary of Hapiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2516.**

104466H

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

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2517.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2518.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2519.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2520.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2521.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[zyadhany's solution](#)

**2522.**

104466G

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