

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

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# Unique solved — 0.1w33hw3

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

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

Filters: none

Count: 722

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[0.1w33hw3's solution](#)

2.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[0.1w33hw3's solution](#)

3.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,461 global accepts · Rating: 800 · first AC: 2026-01-04 · Rust 2021 (first AC) · Tags: math, sortings

[0.1w33hw3's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

5.

2172A

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

Quality: 14,546 global accepts · Rating: 800 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: implementation

[0.1w33hw3's solution](#)

6.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[0.1w33hw3's solution](#)

7.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

8.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

9.

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

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**10.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

**11.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**12.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**13.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[0.1w33hw3's solution](#)

**14.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[0.1w33hw3's solution](#)

**15.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[0.1w33hw3's solution](#)

**16.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[0.1w33hw3's solution](#)

**17.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**18.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, math, strings

[0.1w33hw3's solution](#)

**19.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**20.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[0.1w33hw3's solution](#)

**21.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[0.1w33hw3's solution](#)

**22.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[0.1w33hw3's solution](#)

**23.**

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[0.1w33hw3's solution](#)

**24.**

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation

[0.1w33hw3's solution](#)

**25.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**26.**

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[0.1w33hw3's solution](#)

**27.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[0.1w33hw3's solution](#)

**28.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[0.1w33hw3's solution](#)

**29.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[0.1w33hw3's solution](#)

**30.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[0.1w33hw3's solution](#)

**31.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[0.1w33hw3's solution](#)

**32.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[0.1w33hw3's solution](#)

**33.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[0.1w33hw3's solution](#)

**34.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[0.1w33hw3's solution](#)

**35.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**36.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[0.1w33hw3's solution](#)

**37.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**38.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[0.1w33hw3's solution](#)

**39.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: strings

[0.1w33hw3's solution](#)

**40.**

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[0.1w33hw3's solution](#)

41.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[0.1w33hw3's solution](#)

42.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[0.1w33hw3's solution](#)

43.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[0.1w33hw3's solution](#)

44.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[0.1w33hw3's solution](#)

45.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[0.1w33hw3's solution](#)

46.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[0.1w33hw3's solution](#)

47.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[0.1w33hw3's solution](#)

48.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[0.1w33hw3's solution](#)

49.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

50.

2035A

[Sliding](#) · [Tutorial](#)

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

[0.1w33hw3's solution](#)

51.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, sortings  
[0.1w33hw3's solution](#)

52.

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  
[0.1w33hw3's solution](#)

53.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[0.1w33hw3's solution](#)

54.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[0.1w33hw3's solution](#)

55.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[0.1w33hw3's solution](#)

56.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[0.1w33hw3's solution](#)

57.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
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58.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[0.1w33hw3's solution](#)

59.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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60.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[0.1w33hw3's solution](#)

61.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[0.1w33hw3's solution](#)

**62.**

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[0.1w33hw3's solution](#)

**63.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[0.1w33hw3's solution](#)

**64.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[0.1w33hw3's solution](#)

**65.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[0.1w33hw3's solution](#)

**66.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings  
[0.1w33hw3's solution](#)

**67.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers  
[0.1w33hw3's solution](#)

**68.**

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[0.1w33hw3's solution](#)

**69.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[0.1w33hw3's solution](#)

**70.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[0.1w33hw3's solution](#)

**71.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[0.1w33hw3's solution](#)

**72.**

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

[0.1w33hw3's solution](#)

**73.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[0.1w33hw3's solution](#)

**74.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[0.1w33hw3's solution](#)

**75.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[0.1w33hw3's solution](#)

**76.**

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[0.1w33hw3's solution](#)

**77.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[0.1w33hw3's solution](#)

**78.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[0.1w33hw3's solution](#)

**79.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[0.1w33hw3's solution](#)

**80.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[0.1w33hw3's solution](#)

**81.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[0.1w33hw3's solution](#)

**82.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0.1w33hw3's solution](#)

**83.**

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

**84.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[0.1w33hw3's solution](#)

**85.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**86.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: strings

[0.1w33hw3's solution](#)

**87.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[0.1w33hw3's solution](#)

**88.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[0.1w33hw3's solution](#)

**89.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[0.1w33hw3's solution](#)

**90.**

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[0.1w33hw3's solution](#)

**91.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[0.1w33hw3's solution](#)

**92.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[0.1w33hw3's solution](#)

**93.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[0.1w33hw3's solution](#)

**94.**

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[0.1w33hw3's solution](#)

**95.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy, math, sortings

[0.1w33hw3's solution](#)

**96.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[0.1w33hw3's solution](#)

**97.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[0.1w33hw3's solution](#)

**98.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[0.1w33hw3's solution](#)

**99.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[0.1w33hw3's solution](#)

**100.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**101.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**102.**

2035B

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

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

[0.1w33hw3's solution](#)

**103.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0.1w33hw3's solution](#)

**104.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**105.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[0.1w33hw3's solution](#)

**106.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[0.1w33hw3's solution](#)

**107.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[0.1w33hw3's solution](#)

**108.**

1875A

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

Quality: 46,998 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[0.1w33hw3's solution](#)

**109.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[0.1w33hw3's solution](#)

**110.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[0.1w33hw3's solution](#)

**111.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[0.1w33hw3's solution](#)

**112.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[0.1w33hw3's solution](#)

**113.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[0.1w33hw3's solution](#)

**114.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[0.1w33hw3's solution](#)

**115.**

2123C

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

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[0.1w33hw3's solution](#)

**116.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[0.1w33hw3's solution](#)

**117.**

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[0.1w33hw3's solution](#)

**118.**

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

[0.1w33hw3's solution](#)

**119.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[0.1w33hw3's solution](#)

**120.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,054 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**121.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[0.1w33hw3's solution](#)

**122.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0.1w33hw3's solution](#)

**123.**

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[0.1w33hw3's solution](#)

**124.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[0.1w33hw3's solution](#)

**125.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[0.1w33hw3's solution](#)

**126.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**127.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[0.1w33hw3's solution](#)

**128.**

1877B

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

Rating: 1000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[0.1w33hw3's solution](#)

**129.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[0.1w33hw3's solution](#)

**130.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**131.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[0.1w33hw3's solution](#)

**132.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[0.1w33hw3's solution](#)

**133.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[0.1w33hw3's solution](#)

**134.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[0.1w33hw3's solution](#)

**135.**

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[0.1w33hw3's solution](#)

**136.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[0.1w33hw3's solution](#)

**137.**

2061B

[Kevin and Geometry · Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[0.1w33hw3's solution](#)

**138.**

2027B

[Stalin Sort · Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[0.1w33hw3's solution](#)

**139.**

2029B

[Replacement · Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[0.1w33hw3's solution](#)

**140.**

1984B

[Large Addition · Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[0.1w33hw3's solution](#)

**141.**

1917B

[Erase First or Second Letter · Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[0.1w33hw3's solution](#)

**142.**

1914C

[Quests · Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**143.**

1902B

[Getting Points · Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[0.1w33hw3's solution](#)

**144.**

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**145.**

1838B

[Minimize Permutation Subarrays · Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**146.**

1811C

[Restore the Array · Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[0.1w33hw3's solution](#)

**147.**

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[0.1w33hw3's solution](#)

**148.**

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[0.1w33hw3's solution](#)

**149.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[0.1w33hw3's solution](#)

**150.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers  
[0.1w33hw3's solution](#)

**151.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[0.1w33hw3's solution](#)

**152.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[0.1w33hw3's solution](#)

**153.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[0.1w33hw3's solution](#)

**154.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: implementation  
[0.1w33hw3's solution](#)

**155.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[0.1w33hw3's solution](#)

**156.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[0.1w33hw3's solution](#)

**157.**

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**158.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[0.1w33hw3's solution](#)

**159.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[0.1w33hw3's solution](#)

**160.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[0.1w33hw3's solution](#)

**161.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**162.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[0.1w33hw3's solution](#)

**163.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[0.1w33hw3's solution](#)

**164.**

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[0.1w33hw3's solution](#)

**165.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[0.1w33hw3's solution](#)

**166.**

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[0.1w33hw3's solution](#)

**167.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[0.1w33hw3's solution](#)

**168.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[0.1w33hw3's solution](#)

**169.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[0.1w33hw3's solution](#)

**170.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[0.1w33hw3's solution](#)

**171.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[0.1w33hw3's solution](#)

**172.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[0.1w33hw3's solution](#)

**173.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[0.1w33hw3's solution](#)

**174.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[0.1w33hw3's solution](#)

**175.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[0.1w33hw3's solution](#)

**176.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[0.1w33hw3's solution](#)

**177.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**178.**

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[0.1w33hw3's solution](#)

**179.**

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[0.1w33hw3's solution](#)

**180.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[0.1w33hw3's solution](#)

**181.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**182.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[0.1w33hw3's solution](#)

**183.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,109 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

[0.1w33hw3's solution](#)

**184.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[0.1w33hw3's solution](#)

**185.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0.1w33hw3's solution](#)

**186.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[0.1w33hw3's solution](#)

**187.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math,

number theory

[0.1w33hw3's solution](#)

**188.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, schedules, two pointers

[0.1w33hw3's solution](#)

**189.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[0.1w33hw3's solution](#)

**190.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[0.1w33hw3's solution](#)

**191.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-10-30 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[0.1w33hw3's solution](#)

**192.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[0.1w33hw3's solution](#)

**193.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[0.1w33hw3's solution](#)

**194.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[0.1w33hw3's solution](#)

**195.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[0.1w33hw3's solution](#)

**196.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[0.1w33hw3's solution](#)

**197.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two

pointers

[0.1w33hw3's solution](#)

**198.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[0.1w33hw3's solution](#)

**199.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[0.1w33hw3's solution](#)

**200.**

1890C

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

Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[0.1w33hw3's solution](#)

**201.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[0.1w33hw3's solution](#)

**202.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 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

[0.1w33hw3's solution](#)

**203.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0.1w33hw3's solution](#)

**204.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[0.1w33hw3's solution](#)

**205.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[0.1w33hw3's solution](#)

**206.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0.1w33hw3's solution](#)

**207.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[0.1w33hw3's solution](#)

## 208.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[0.1w33hw3's solution](#)

## 209.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[0.1w33hw3's solution](#)

## 210.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[0.1w33hw3's solution](#)

## 211.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[0.1w33hw3's solution](#)

## 212.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[0.1w33hw3's solution](#)

## 213.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy, implementation

[0.1w33hw3's solution](#)

## 214.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[0.1w33hw3's solution](#)

## 215.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[0.1w33hw3's solution](#)

## 216.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

## 217.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[0.1w33hw3's solution](#)

**218.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[0.1w33hw3's solution](#)

**219.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[0.1w33hw3's solution](#)

**220.**

2035C

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

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

[0.1w33hw3's solution](#)

**221.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[0.1w33hw3's solution](#)

**222.**

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[0.1w33hw3's solution](#)

**223.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[0.1w33hw3's solution](#)

**224.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[0.1w33hw3's solution](#)

**225.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[0.1w33hw3's solution](#)

**226.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**227.**

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[0.1w33hw3's solution](#)

**228.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[0.1w33hw3's solution](#)

**229.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0.1w33hw3's solution](#)

**230.**

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[0.1w33hw3's solution](#)

**231.**

1894C

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

Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[0.1w33hw3's solution](#)

**232.**

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[0.1w33hw3's solution](#)

**233.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[0.1w33hw3's solution](#)

**234.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[0.1w33hw3's solution](#)

**235.**

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0.1w33hw3's solution](#)

**236.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[0.1w33hw3's solution](#)

**237.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[0.1w33hw3's solution](#)

**238.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[0.1w33hw3's solution](#)

**239.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[0.1w33hw3's solution](#)

**240.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[0.1w33hw3's solution](#)

**241.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[0.1w33hw3's solution](#)

**242.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[0.1w33hw3's solution](#)

**243.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings, two pointers

[0.1w33hw3's solution](#)

**244.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[0.1w33hw3's solution](#)

**245.**

2077A

[Breach of Faith](#) · [Tutorial](#)

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

[0.1w33hw3's solution](#)

**246.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[0.1w33hw3's solution](#)

**247.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[0.1w33hw3's solution](#)

## 248.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[0.1w33hw3's solution](#)

## 249.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[0.1w33hw3's solution](#)

## 250.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[0.1w33hw3's solution](#)

## 251.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[0.1w33hw3's solution](#)

## 252.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[0.1w33hw3's solution](#)

## 253.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[0.1w33hw3's solution](#)

## 254.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[0.1w33hw3's solution](#)

## 255.

1877D

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

Rating: 1500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[0.1w33hw3's solution](#)

## 256.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0.1w33hw3's solution](#)

## 257.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math  
[0.1w33hw3's solution](#)

**258.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[0.1w33hw3's solution](#)

**259.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[0.1w33hw3's solution](#)

**260.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[0.1w33hw3's solution](#)

**261.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[0.1w33hw3's solution](#)

**262.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[0.1w33hw3's solution](#)

**263.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[0.1w33hw3's solution](#)

**264.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[0.1w33hw3's solution](#)

**265.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[0.1w33hw3's solution](#)

**266.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[0.1w33hw3's solution](#)

**267.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[0.1w33hw3's solution](#)

**268.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[0.1w33hw3's solution](#)

**269.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[0.1w33hw3's solution](#)

**270.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[0.1w33hw3's solution](#)

**271.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[0.1w33hw3's solution](#)

**272.**

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[0.1w33hw3's solution](#)

**273.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[0.1w33hw3's solution](#)

**274.**

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[0.1w33hw3's solution](#)

**275.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[0.1w33hw3's solution](#)

**276.**

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[0.1w33hw3's solution](#)

**277.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[0.1w33hw3's solution](#)

**278.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0.1w33hw3's solution](#)

**279.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[0.1w33hw3's solution](#)

**280.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[0.1w33hw3's solution](#)

**281.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[0.1w33hw3's solution](#)

**282.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[0.1w33hw3's solution](#)

**283.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[0.1w33hw3's solution](#)

**284.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[0.1w33hw3's solution](#)

**285.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[0.1w33hw3's solution](#)

**286.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[0.1w33hw3's solution](#)

**287.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[0.1w33hw3's solution](#)

**288.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[0.1w33hw3's solution](#)

**289.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[0.1w33hw3's solution](#)

**290.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[0.1w33hw3's solution](#)

**291.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[0.1w33hw3's solution](#)

**292.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[0.1w33hw3's solution](#)

**293.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[0.1w33hw3's solution](#)

**294.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[0.1w33hw3's solution](#)

**295.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[0.1w33hw3's solution](#)

**296.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2025-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[0.1w33hw3's solution](#)

**297.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[0.1w33hw3's solution](#)

**298.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[0.1w33hw3's solution](#)

**299.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[0.1w33hw3's solution](#)

**300.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[0.1w33hw3's solution](#)

**301.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[0.1w33hw3's solution](#)

**302.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[0.1w33hw3's solution](#)

**303.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[0.1w33hw3's solution](#)

**304.**

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[0.1w33hw3's solution](#)

**305.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[0.1w33hw3's solution](#)

**306.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp,

greedy, shortest paths, trees

[0.1w33hw3's solution](#)

**307.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[0.1w33hw3's solution](#)

**308.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[0.1w33hw3's solution](#)

**309.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[0.1w33hw3's solution](#)

**310.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[0.1w33hw3's solution](#)

**311.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[0.1w33hw3's solution](#)

**312.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[0.1w33hw3's solution](#)

**313.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[0.1w33hw3's solution](#)

**314.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[0.1w33hw3's solution](#)

**315.**

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[0.1w33hw3's solution](#)

**316.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu,

greedy

[0.1w33hw3's solution](#)

**317.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[0.1w33hw3's solution](#)

**318.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[0.1w33hw3's solution](#)

**319.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[0.1w33hw3's solution](#)

**320.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[0.1w33hw3's solution](#)

**321.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[0.1w33hw3's solution](#)

**322.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[0.1w33hw3's solution](#)

**323.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[0.1w33hw3's solution](#)

**324.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[0.1w33hw3's solution](#)

**325.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[0.1w33hw3's solution](#)

**326.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[0.1w33hw3's solution](#)

**327.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[0.1w33hw3's solution](#)

**328.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[0.1w33hw3's solution](#)

**329.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[0.1w33hw3's solution](#)

**330.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[0.1w33hw3's solution](#)

**331.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[0.1w33hw3's solution](#)

**332.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[0.1w33hw3's solution](#)

**333.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[0.1w33hw3's solution](#)

**334.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[0.1w33hw3's solution](#)

**335.**

1805D

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

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[0.1w33hw3's solution](#)

**336.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math  
[0.1w33hw3's solution](#)

**337.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings  
[0.1w33hw3's solution](#)

**338.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[0.1w33hw3's solution](#)

**339.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities  
[0.1w33hw3's solution](#)

**340.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, math  
[0.1w33hw3's solution](#)

**341.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[0.1w33hw3's solution](#)

**342.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[0.1w33hw3's solution](#)

**343.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation  
[0.1w33hw3's solution](#)

**344.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings  
[0.1w33hw3's solution](#)

**345.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[0.1w33hw3's solution](#)

**346.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, shortest paths

[0.1w33hw3's solution](#)

**347.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[0.1w33hw3's solution](#)

**348.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[0.1w33hw3's solution](#)

**349.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[0.1w33hw3's solution](#)

**350.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[0.1w33hw3's solution](#)

**351.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[0.1w33hw3's solution](#)

**352.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[0.1w33hw3's solution](#)

**353.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[0.1w33hw3's solution](#)

**354.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**355.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[0.1w33hw3's solution](#)

**356.**

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[0.1w33hw3's solution](#)

**357.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[0.1w33hw3's solution](#)

**358.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[0.1w33hw3's solution](#)

**359.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[0.1w33hw3's solution](#)

**360.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[0.1w33hw3's solution](#)

**361.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[0.1w33hw3's solution](#)

**362.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[0.1w33hw3's solution](#)

**363.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[0.1w33hw3's solution](#)

**364.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[0.1w33hw3's solution](#)

**365.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[0.1w33hw3's solution](#)

**366.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[0.1w33hw3's solution](#)

**367.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[0.1w33hw3's solution](#)

**368.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[0.1w33hw3's solution](#)

**369.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[0.1w33hw3's solution](#)

**370.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[0.1w33hw3's solution](#)

**371.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[0.1w33hw3's solution](#)

**372.**

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

[0.1w33hw3's solution](#)

**373.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[0.1w33hw3's solution](#)

**374.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[0.1w33hw3's solution](#)

**375.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[0.1w33hw3's solution](#)

**376.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[0.1w33hw3's solution](#)

**377.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0.1w33hw3's solution](#)

**378.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[0.1w33hw3's solution](#)

**379.**

1588B

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

Rating: 2000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[0.1w33hw3's solution](#)

**380.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[0.1w33hw3's solution](#)

**381.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[0.1w33hw3's solution](#)

**382.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**383.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[0.1w33hw3's solution](#)

**384.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[0.1w33hw3's solution](#)

**385.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[0.1w33hw3's solution](#)

**386.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[0.1w33hw3's solution](#)

**387.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**388.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[0.1w33hw3's solution](#)

**389.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[0.1w33hw3's solution](#)

**390.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[0.1w33hw3's solution](#)

**391.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[0.1w33hw3's solution](#)

**392.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[0.1w33hw3's solution](#)

**393.**

1984D

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

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

[0.1w33hw3's solution](#)

**394.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[0.1w33hw3's solution](#)

**395.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[0.1w33hw3's solution](#)

**396.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 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

[0.1w33hw3's solution](#)

**397.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[0.1w33hw3's solution](#)

**398.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[0.1w33hw3's solution](#)

**399.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[0.1w33hw3's solution](#)

**400.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[0.1w33hw3's solution](#)

**401.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0.1w33hw3's solution](#)

**402.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[0.1w33hw3's solution](#)

**403.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[0.1w33hw3's solution](#)

**404.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, two pointers

[0.1w33hw3's solution](#)

**405.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[0.1w33hw3's solution](#)

**406.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[0.1w33hw3's solution](#)

**407.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[0.1w33hw3's solution](#)

**408.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[0.1w33hw3's solution](#)

**409.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**410.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[0.1w33hw3's solution](#)

**411.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[0.1w33hw3's solution](#)

**412.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[0.1w33hw3's solution](#)

**413.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[0.1w33hw3's solution](#)

**414.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[0.1w33hw3's solution](#)

**415.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[0.1w33hw3's solution](#)

**416.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[0.1w33hw3's solution](#)

**417.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**418.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[0.1w33hw3's solution](#)

**419.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[0.1w33hw3's solution](#)

**420.**

2061F1

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

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

[0.1w33hw3's solution](#)

**421.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[0.1w33hw3's solution](#)

**422.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[0.1w33hw3's solution](#)

**423.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[0.1w33hw3's solution](#)

**424.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[0.1w33hw3's solution](#)

**425.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[0.1w33hw3's solution](#)

**426.**

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

[0.1w33hw3's solution](#)

**427.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[0.1w33hw3's solution](#)

**428.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[0.1w33hw3's solution](#)

**429.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[0.1w33hw3's solution](#)

**430.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[0.1w33hw3's solution](#)

**431.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math

[0.1w33hw3's solution](#)

**432.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[0.1w33hw3's solution](#)

**433.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[0.1w33hw3's solution](#)

**434.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

[0.1w33hw3's solution](#)

**435.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[0.1w33hw3's solution](#)

**436.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[0.1w33hw3's solution](#)

**437.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[0.1w33hw3's solution](#)

**438.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[0.1w33hw3's solution](#)

**439.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[0.1w33hw3's solution](#)

**440.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[0.1w33hw3's solution](#)

**441.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[0.1w33hw3's solution](#)

**442.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[0.1w33hw3's solution](#)

**443.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[0.1w33hw3's solution](#)

**444.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[0.1w33hw3's solution](#)

**445.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[0.1w33hw3's solution](#)

**446.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0.1w33hw3's solution](#)

**447.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[0.1w33hw3's solution](#)

**448.**

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

[0.1w33hw3's solution](#)

**449.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · last AC: 2024-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[0.1w33hw3's solution](#)

**450.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[0.1w33hw3's solution](#)

**451.**

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[0.1w33hw3's solution](#)

**452.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[0.1w33hw3's solution](#)

**453.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[0.1w33hw3's solution](#)

**454.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[0.1w33hw3's solution](#)

**455.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[0.1w33hw3's solution](#)

**456.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[0.1w33hw3's solution](#)

**457.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[0.1w33hw3's solution](#)

**458.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[0.1w33hw3's solution](#)

**459.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[0.1w33hw3's solution](#)

**460.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[0.1w33hw3's solution](#)

**461.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[0.1w33hw3's solution](#)

**462.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[0.1w33hw3's solution](#)

**463.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[0.1w33hw3's solution](#)

**464.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[0.1w33hw3's solution](#)

**465.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[0.1w33hw3's solution](#)

**466.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[0.1w33hw3's solution](#)

**467.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[0.1w33hw3's solution](#)

**468.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[0.1w33hw3's solution](#)

**469.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[0.1w33hw3's solution](#)

**470.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0.1w33hw3's solution](#)

**471.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[0.1w33hw3's solution](#)

**472.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[0.1w33hw3's solution](#)

**473.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[0.1w33hw3's solution](#)

**474.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[0.1w33hw3's solution](#)

**475.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[0.1w33hw3's solution](#)

**476.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[0.1w33hw3's solution](#)

**477.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[0.1w33hw3's solution](#)

**478.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[0.1w33hw3's solution](#)

**479.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[0.1w33hw3's solution](#)

**480.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[0.1w33hw3's solution](#)

**481.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[0.1w33hw3's solution](#)

**482.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[0.1w33hw3's solution](#)

**483.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[0.1w33hw3's solution](#)

**484.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[0.1w33hw3's solution](#)

**485.**

1875F

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

Rating: 2300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[0.1w33hw3's solution](#)

**486.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[0.1w33hw3's solution](#)

**487.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[0.1w33hw3's solution](#)

**488.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[0.1w33hw3's solution](#)

**489.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[0.1w33hw3's solution](#)

**490.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[0.1w33hw3's solution](#)

**491.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[0.1w33hw3's solution](#)

**492.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[0.1w33hw3's solution](#)

**493.**

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[0.1w33hw3's solution](#)

**494.**

1866M

[Mighty Rock Tower · Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[0.1w33hw3's solution](#)

**495.**

1608D

[Dominoes · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[0.1w33hw3's solution](#)

**496.**

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[0.1w33hw3's solution](#)

**497.**

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[0.1w33hw3's solution](#)

**498.**

1707C

[DFS Trees · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[0.1w33hw3's solution](#)

**499.**

1713E

[Cross Swapping · Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[0.1w33hw3's solution](#)

**500.**

2126G2

[Big Wins! \(hard version\) · Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[0.1w33hw3's solution](#)

**501.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[0.1w33hw3's solution](#)

**502.**

1750E

[Bracket Cost · Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-07-10 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[0.1w33hw3's solution](#)

**503.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[0.1w33hw3's solution](#)

**504.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[0.1w33hw3's solution](#)

**505.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[0.1w33hw3's solution](#)

**506.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[0.1w33hw3's solution](#)

**507.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[0.1w33hw3's solution](#)

**508.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[0.1w33hw3's solution](#)

**509.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[0.1w33hw3's solution](#)

**510.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[0.1w33hw3's solution](#)

**511.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**512.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[0.1w33hw3's solution](#)

### 513.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[0.1w33hw3's solution](#)

### 514.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[0.1w33hw3's solution](#)

### 515.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[0.1w33hw3's solution](#)

### 516.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[0.1w33hw3's solution](#)

### 517.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[0.1w33hw3's solution](#)

### 518.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

### 519.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[0.1w33hw3's solution](#)

### 520.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[0.1w33hw3's solution](#)

### 521.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[0.1w33hw3's solution](#)

**522.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[0.1w33hw3's solution](#)

**523.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees  
[0.1w33hw3's solution](#)

**524.**

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees  
[0.1w33hw3's solution](#)

**525.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry  
[0.1w33hw3's solution](#)

**526.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation  
[0.1w33hw3's solution](#)

**527.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees  
[0.1w33hw3's solution](#)

**528.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[0.1w33hw3's solution](#)

**529.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings  
[0.1w33hw3's solution](#)

**530.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings  
[0.1w33hw3's solution](#)

**531.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings  
[0.1w33hw3's solution](#)

**532.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[0.1w33hw3's solution](#)

**533.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[0.1w33hw3's solution](#)

**534.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[0.1w33hw3's solution](#)

**535.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[0.1w33hw3's solution](#)

**536.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[0.1w33hw3's solution](#)

**537.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[0.1w33hw3's solution](#)

**538.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[0.1w33hw3's solution](#)

**539.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[0.1w33hw3's solution](#)

**540.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[0.1w33hw3's solution](#)

**541.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp,

implementation, math

[0.1w33hw3's solution](#)

**542.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[0.1w33hw3's solution](#)

**543.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[0.1w33hw3's solution](#)

**544.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[0.1w33hw3's solution](#)

**545.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[0.1w33hw3's solution](#)

**546.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[0.1w33hw3's solution](#)

**547.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**548.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[0.1w33hw3's solution](#)

**549.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[0.1w33hw3's solution](#)

**550.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[0.1w33hw3's solution](#)

**551.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[0.1w33hw3's solution](#)

**552.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[0.1w33hw3's solution](#)

**553.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[0.1w33hw3's solution](#)

**554.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[0.1w33hw3's solution](#)

**555.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[0.1w33hw3's solution](#)

**556.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[0.1w33hw3's solution](#)

**557.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[0.1w33hw3's solution](#)

**558.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[0.1w33hw3's solution](#)

**559.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[0.1w33hw3's solution](#)

**560.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[0.1w33hw3's solution](#)

**561.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers  
[0.1w33hw3's solution](#)

**562.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[0.1w33hw3's solution](#)

**563.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[0.1w33hw3's solution](#)

**564.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[0.1w33hw3's solution](#)

**565.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy  
[0.1w33hw3's solution](#)

**566.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices  
[0.1w33hw3's solution](#)

**567.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[0.1w33hw3's solution](#)

**568.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[0.1w33hw3's solution](#)

**569.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[0.1w33hw3's solution](#)

**570.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math  
[0.1w33hw3's solution](#)

**571.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[0.1w33hw3's solution](#)

### 572.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[0.1w33hw3's solution](#)

### 573.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[0.1w33hw3's solution](#)

### 574.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[0.1w33hw3's solution](#)

### 575.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[0.1w33hw3's solution](#)

### 576.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[0.1w33hw3's solution](#)

### 577.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[0.1w33hw3's solution](#)

### 578.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[0.1w33hw3's solution](#)

### 579.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[0.1w33hw3's solution](#)

### 580.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[0.1w33hw3's solution](#)

**581.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[0.1w33hw3's solution](#)

**582.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[0.1w33hw3's solution](#)

**583.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[0.1w33hw3's solution](#)

**584.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[0.1w33hw3's solution](#)

**585.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[0.1w33hw3's solution](#)

**586.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**587.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[0.1w33hw3's solution](#)

**588.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[0.1w33hw3's solution](#)

**589.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[0.1w33hw3's solution](#)

**590.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**591.**

2056F1

[Xor of Median \(Easy Version\) · Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[0.1w33hw3's solution](#)

**592.**

2043F

[Nim · Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[0.1w33hw3's solution](#)

**593.**

2063F2

[Counting Is Not Fun \(Hard Version\) · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[0.1w33hw3's solution](#)

**594.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\) · Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[0.1w33hw3's solution](#)

**595.**

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[0.1w33hw3's solution](#)

**596.**

1635F

[Closest Pair · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[0.1w33hw3's solution](#)

**597.**

2124F2

[Appending Permutations \(Hard Version\) · Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0.1w33hw3's solution](#)

**598.**

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[0.1w33hw3's solution](#)

**599.**

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[0.1w33hw3's solution](#)

**600.**

1942G

[Bessie and Cards · Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**601.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[0.1w33hw3's solution](#)

**602.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[0.1w33hw3's solution](#)

**603.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[0.1w33hw3's solution](#)

**604.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[0.1w33hw3's solution](#)

**605.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[0.1w33hw3's solution](#)

**606.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[0.1w33hw3's solution](#)

**607.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[0.1w33hw3's solution](#)

**608.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[0.1w33hw3's solution](#)

**609.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[0.1w33hw3's solution](#)

**610.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[0.1w33hw3's solution](#)

### 611.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[0.1w33hw3's solution](#)

### 612.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[0.1w33hw3's solution](#)

### 613.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

### 614.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[0.1w33hw3's solution](#)

### 615.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[0.1w33hw3's solution](#)

### 616.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[0.1w33hw3's solution](#)

### 617.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[0.1w33hw3's solution](#)

### 618.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[0.1w33hw3's solution](#)

### 619.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[0.1w33hw3's solution](#)

### 620.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees  
[0.1w33hw3's solution](#)

**621.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[0.1w33hw3's solution](#)

**622.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[0.1w33hw3's solution](#)

**623.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[0.1w33hw3's solution](#)

**624.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings  
[0.1w33hw3's solution](#)

**625.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[0.1w33hw3's solution](#)

**626.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[0.1w33hw3's solution](#)

**627.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive  
[0.1w33hw3's solution](#)

**628.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees  
[0.1w33hw3's solution](#)

**629.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[0.1w33hw3's solution](#)

**630.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings  
[0.1w33hw3's solution](#)

**631.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[0.1w33hw3's solution](#)

**632.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[0.1w33hw3's solution](#)

**633.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[0.1w33hw3's solution](#)

**634.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[0.1w33hw3's solution](#)

**635.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[0.1w33hw3's solution](#)

**636.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[0.1w33hw3's solution](#)

**637.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[0.1w33hw3's solution](#)

**638.**

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[0.1w33hw3's solution](#)

**639.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[0.1w33hw3's solution](#)

**640.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[0.1w33hw3's solution](#)

**641.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[0.1w33hw3's solution](#)

**642.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[0.1w33hw3's solution](#)

**643.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[0.1w33hw3's solution](#)

**644.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[0.1w33hw3's solution](#)

**645.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[0.1w33hw3's solution](#)

**646.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[0.1w33hw3's solution](#)

**647.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[0.1w33hw3's solution](#)

**648.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[0.1w33hw3's solution](#)

**649.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[0.1w33hw3's solution](#)

**650.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[0.1w33hw3's solution](#)

**651.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[0.1w33hw3's solution](#)

**652.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-08-04 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[0.1w33hw3's solution](#)

**653.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[0.1w33hw3's solution](#)

**654.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[0.1w33hw3's solution](#)

**655.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[0.1w33hw3's solution](#)

**656.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0.1w33hw3's solution](#)

**657.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[0.1w33hw3's solution](#)

**658.**

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[0.1w33hw3's solution](#)

**659.**

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math

[0.1w33hw3's solution](#)

**660.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[0.1w33hw3's solution](#)

**661.**

2135E2

[Beyond the Palindrome \(Hard Version\) · Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[0.1w33hw3's solution](#)

**662.**

2115E

[Gellyfish and Mayflower · Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[0.1w33hw3's solution](#)

**663.**

106132A

[Range Affine Update and Modulo Query · Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**664.**

106132B

[Number of Inversions · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**665.**

106132G

[Torque Transmission · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**666.**

106132E

[Expression Evaluation · Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[0.1w33hw3's solution](#)

**667.**

106132D

[Permutation Swaps · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**668.**

106132C

[Construct Permutation · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**669.**

106132H

[Prescription Dosage · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**670.**

106047L

[Difficult Constructive Problem · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**671.**

106047H

[Not Another Path Query Problem · Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**672.**

106047G

[Gem Island 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**673.**

106047A

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

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**674.**

106047C

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**675.**

106047E

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**676.**

106047F

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**677.**

106047I

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**678.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**679.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**680.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**681.**

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**682.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**683.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**684.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**685.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**686.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**687.**

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**688.**

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**689.**

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**690.**

106084D

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

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**691.**

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**692.**

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**693.**

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**694.**

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**695.**

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**696.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**697.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**698.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**699.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**700.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**701.**

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**702.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**703.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: —

[0.1w33hw3's solution](#)

**704.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**705.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**706.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**707.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**708.**

104832C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**709.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**710.**

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**711.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**712.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**713.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**714.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[0.1w33hw3's solution](#)

**715.**

104832B

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