

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

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# Unique solved — 16777mt16

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

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

Filters: none

Count: 557

1.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)

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2.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

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3.

1987A

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Quality: 28,992 global accepts · Rating: 800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)

[16777mt16's solution](#)

4.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)

[16777mt16's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[16777mt16's solution](#)

6.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [greedy](#), [math](#)

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7.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[16777mt16's solution](#)

8.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[16777mt16's solution](#)

9.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#)

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10.

2034A

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

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

[16777mt16's solution](#)

**11.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[16777mt16's solution](#)

**12.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[16777mt16's solution](#)

**13.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[16777mt16's solution](#)

**14.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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**15.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[16777mt16's solution](#)

**16.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[16777mt16's solution](#)

**17.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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

[16777mt16's solution](#)

**18.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[16777mt16's solution](#)

**19.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[16777mt16's solution](#)

**20.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[16777mt16's solution](#)

**21.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[16777mt16's solution](#)

**22.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[16777mt16's solution](#)

**23.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[16777mt16's solution](#)

**24.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[16777mt16's solution](#)

**25.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[16777mt16's solution](#)

**26.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[16777mt16's solution](#)

**27.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[16777mt16's solution](#)

**28.**

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[16777mt16's solution](#)

**29.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[16777mt16's solution](#)

**30.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[16777mt16's solution](#)

**31.**

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[16777mt16's solution](#)

**32.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[16777mt16's solution](#)

**33.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[16777mt16's solution](#)

**34.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[16777mt16's solution](#)

**35.**

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[16777mt16's solution](#)

**36.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[16777mt16's solution](#)

**37.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[16777mt16's solution](#)

**38.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[16777mt16's solution](#)

**39.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[16777mt16's solution](#)

**40.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[16777mt16's solution](#)

**41.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[16777mt16's solution](#)

**42.**

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[16777mt16's solution](#)

**43.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**44.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[16777mt16's solution](#)

**45.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[16777mt16's solution](#)

**46.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[16777mt16's solution](#)

**47.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[16777mt16's solution](#)

**48.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[16777mt16's solution](#)

**49.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[16777mt16's solution](#)

**50.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[16777mt16's solution](#)

**51.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[16777mt16's solution](#)

**52.**

39E

[What Has Dirichlet Got to Do with That?](#) · Tutorial

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[16777mt16's solution](#)

**53.**

340E

[lahub and Permutations](#) · Tutorial

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[16777mt16's solution](#)

**54.**

514C

[Watto and Mechanism](#) · Tutorial

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[16777mt16's solution](#)

**55.**

10C

[Digital Root](#) · Tutorial

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[16777mt16's solution](#)

**56.**

1599C

[Bubble Strike](#) · Tutorial

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[16777mt16's solution](#)

**57.**

2020E

[Expected Power](#) · Tutorial

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[16777mt16's solution](#)

**58.**

766D

[Mahmoud and a Dictionary](#) · Tutorial

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[16777mt16's solution](#)

**59.**

461B

[Appleman and Tree](#) · Tutorial

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[16777mt16's solution](#)

**60.**

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

[16777mt16's solution](#)

**61.**

306B

[Optimizer](#) · Tutorial

Quality: 517 global accepts · Rating: 2100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[16777mt16's solution](#)

62.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[16777mt16's solution](#)

63.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[16777mt16's solution](#)

64.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

65.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[16777mt16's solution](#)

66.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, probabilities

[16777mt16's solution](#)

67.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[16777mt16's solution](#)

68.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[16777mt16's solution](#)

69.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[16777mt16's solution](#)

70.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

71.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[16777mt16's solution](#)

72.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities  
[16777mt16's solution](#)

**73.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings  
[16777mt16's solution](#)

**74.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[16777mt16's solution](#)

**75.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory  
[16777mt16's solution](#)

**76.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[16777mt16's solution](#)

**77.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math  
[16777mt16's solution](#)

**78.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[16777mt16's solution](#)

**79.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games  
[16777mt16's solution](#)

**80.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[16777mt16's solution](#)

**81.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory  
[16777mt16's solution](#)

**82.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, trees

[16777mt16's solution](#)

**83.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[16777mt16's solution](#)

**84.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**85.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[16777mt16's solution](#)

**86.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[16777mt16's solution](#)

**87.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[16777mt16's solution](#)

**88.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[16777mt16's solution](#)

**89.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[16777mt16's solution](#)

**90.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[16777mt16's solution](#)

**91.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[16777mt16's solution](#)

**92.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures,

dfs and similar, graphs, greedy, implementation

[16777mt16's solution](#)

**93.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**94.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-11-24 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[16777mt16's solution](#)

**95.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[16777mt16's solution](#)

**96.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[16777mt16's solution](#)

**97.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[16777mt16's solution](#)

**98.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[16777mt16's solution](#)

**99.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[16777mt16's solution](#)

**100.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[16777mt16's solution](#)

**101.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[16777mt16's solution](#)

**102.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, shortest paths

[16777mt16's solution](#)

**103.**

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[16777mt16's solution](#)

**104.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities

[16777mt16's solution](#)

**105.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[16777mt16's solution](#)

**106.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[16777mt16's solution](#)

**107.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**108.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[16777mt16's solution](#)

**109.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[16777mt16's solution](#)

**110.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[16777mt16's solution](#)

**111.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[16777mt16's solution](#)

**112.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[16777mt16's solution](#)

**113.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[16777mt16's solution](#)

**114.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**115.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[16777mt16's solution](#)

**116.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[16777mt16's solution](#)

**117.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[16777mt16's solution](#)

**118.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**119.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[16777mt16's solution](#)

**120.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[16777mt16's solution](#)

**121.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**122.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[16777mt16's solution](#)

**123.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[16777mt16's solution](#)

**124.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[16777mt16's solution](#)

**125.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[16777mt16's solution](#)

**126.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[16777mt16's solution](#)

**127.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[16777mt16's solution](#)

**128.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[16777mt16's solution](#)

**129.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[16777mt16's solution](#)

**130.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[16777mt16's solution](#)

**131.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[16777mt16's solution](#)

**132.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[16777mt16's solution](#)

**133.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**134.**

2174C1

[Beautiful Patterns \(Easy Version\) · Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[16777mt16's solution](#)

**135.**

1267A

[Apprentice Learning Trajectory · Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[16777mt16's solution](#)

**136.**

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[16777mt16's solution](#)

**137.**

1679E

[Typical Party in Dorm · Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings  
[16777mt16's solution](#)

**138.**

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees  
[16777mt16's solution](#)

**139.**

323C

[Two permutations · Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[16777mt16's solution](#)

**140.**

1132G

[Greedy Subsequences · Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[16777mt16's solution](#)

**141.**

710F

[String Set Queries · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings  
[16777mt16's solution](#)

**142.**

1585E

[Frequency Queries · Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[16777mt16's solution](#)

**143.**

452E

[Three strings · Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings  
[16777mt16's solution](#)

**144.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing  
[16777mt16's solution](#)

**145.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees  
[16777mt16's solution](#)

**146.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft  
[16777mt16's solution](#)

**147.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[16777mt16's solution](#)

**148.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees  
[16777mt16's solution](#)

**149.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation  
[16777mt16's solution](#)

**150.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings  
[16777mt16's solution](#)

**151.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing  
[16777mt16's solution](#)

**152.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[16777mt16's solution](#)

**153.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, number theory  
[16777mt16's solution](#)

**154.**

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[16777mt16's solution](#)

**155.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[16777mt16's solution](#)

**156.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**157.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[16777mt16's solution](#)

**158.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[16777mt16's solution](#)

**159.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[16777mt16's solution](#)

**160.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[16777mt16's solution](#)

**161.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[16777mt16's solution](#)

**162.**

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: flows

[16777mt16's solution](#)

**163.**

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[16777mt16's solution](#)

**164.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[16777mt16's solution](#)

**165.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[16777mt16's solution](#)

**166.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[16777mt16's solution](#)

**167.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[16777mt16's solution](#)

**168.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[16777mt16's solution](#)

**169.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, probabilities

[16777mt16's solution](#)

**170.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[16777mt16's solution](#)

**171.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[16777mt16's solution](#)

**172.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[16777mt16's solution](#)

**173.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[16777mt16's solution](#)

**174.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[16777mt16's solution](#)

**175.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[16777mt16's solution](#)

**176.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[16777mt16's solution](#)

**177.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[16777mt16's solution](#)

**178.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[16777mt16's solution](#)

**179.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[16777mt16's solution](#)

**180.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[16777mt16's solution](#)

**181.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, probabilities

[16777mt16's solution](#)

**182.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[16777mt16's solution](#)

**183.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[16777mt16's solution](#)

**184.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[16777mt16's solution](#)

**185.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[16777mt16's solution](#)

**186.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**187.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[16777mt16's solution](#)

**188.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[16777mt16's solution](#)

**189.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[16777mt16's solution](#)

**190.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[16777mt16's solution](#)

**191.**

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[16777mt16's solution](#)

**192.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**193.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[16777mt16's solution](#)

**194.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[16777mt16's solution](#)

**195.**

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[16777mt16's solution](#)

**196.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[16777mt16's solution](#)

**197.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[16777mt16's solution](#)

**198.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2025-03-10 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, trees

[16777mt16's solution](#)

**199.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[16777mt16's solution](#)

**200.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[16777mt16's solution](#)

**201.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

[16777mt16's solution](#)

**202.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[16777mt16's solution](#)

**203.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[16777mt16's solution](#)

**204.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[16777mt16's solution](#)

**205.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[16777mt16's solution](#)

**206.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[16777mt16's solution](#)

**207.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[16777mt16's solution](#)

**208.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**209.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[16777mt16's solution](#)

**210.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[16777mt16's solution](#)

**211.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[16777mt16's solution](#)

**212.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[16777mt16's solution](#)

**213.**

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[16777mt16's solution](#)

**214.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[16777mt16's solution](#)

**215.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[16777mt16's solution](#)

**216.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[16777mt16's solution](#)

**217.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[16777mt16's solution](#)

**218.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**219.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs

[16777mt16's solution](#)

**220.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[16777mt16's solution](#)

**221.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[16777mt16's solution](#)

**222.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[16777mt16's solution](#)

**223.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[16777mt16's solution](#)

**224.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[16777mt16's solution](#)

**225.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[16777mt16's solution](#)

**226.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[16777mt16's solution](#)

**227.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[16777mt16's solution](#)

**228.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[16777mt16's solution](#)

**229.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[16777mt16's solution](#)

**230.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[16777mt16's solution](#)

**231.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths  
[16777mt16's solution](#)

**232.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory  
[16777mt16's solution](#)

**233.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[16777mt16's solution](#)

**234.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[16777mt16's solution](#)

**235.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[16777mt16's solution](#)

**236.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[16777mt16's solution](#)

**237.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[16777mt16's solution](#)

**238.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[16777mt16's solution](#)

**239.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[16777mt16's solution](#)

**240.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[16777mt16's solution](#)

**241.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[16777mt16's solution](#)

**242.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[16777mt16's solution](#)

**243.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[16777mt16's solution](#)

**244.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**245.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**246.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[16777mt16's solution](#)

**247.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[16777mt16's solution](#)

**248.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[16777mt16's solution](#)

**249.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[16777mt16's solution](#)

**250.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**251.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[16777mt16's solution](#)

**252.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[16777mt16's solution](#)

**253.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[16777mt16's solution](#)

**254.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**255.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[16777mt16's solution](#)

**256.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[16777mt16's solution](#)

**257.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[16777mt16's solution](#)

**258.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[16777mt16's solution](#)

**259.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[16777mt16's solution](#)

**260.**

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[16777mt16's solution](#)

**261.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[16777mt16's solution](#)

**262.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[16777mt16's solution](#)

**263.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[16777mt16's solution](#)

**264.**

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[16777mt16's solution](#)

**265.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**266.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[16777mt16's solution](#)

**267.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[16777mt16's solution](#)

**268.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[16777mt16's solution](#)

**269.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**270.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[16777mt16's solution](#)

**271.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[16777mt16's solution](#)

**272.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[16777mt16's solution](#)

**273.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[16777mt16's solution](#)

**274.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[16777mt16's solution](#)

**275.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[16777mt16's solution](#)

**276.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[16777mt16's solution](#)

### 277.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[16777mt16's solution](#)

### 278.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[16777mt16's solution](#)

### 279.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-05-22 · last AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[16777mt16's solution](#)

### 280.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[16777mt16's solution](#)

### 281.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-25 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, geometry, sortings

[16777mt16's solution](#)

### 282.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[16777mt16's solution](#)

### 283.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[16777mt16's solution](#)

### 284.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[16777mt16's solution](#)

### 285.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[16777mt16's solution](#)

### 286.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[16777mt16's solution](#)

**287.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[16777mt16's solution](#)

**288.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[16777mt16's solution](#)

**289.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[16777mt16's solution](#)

**290.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[16777mt16's solution](#)

**291.**

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[16777mt16's solution](#)

**292.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[16777mt16's solution](#)

**293.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**294.**

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**295.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[16777mt16's solution](#)

**296.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[16777mt16's solution](#)

**297.**

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[16777mt16's solution](#)

**298.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[16777mt16's solution](#)

**299.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[16777mt16's solution](#)

**300.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[16777mt16's solution](#)

**301.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[16777mt16's solution](#)

**302.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[16777mt16's solution](#)

**303.**

290F

[Greedy Petya](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, graphs, greedy

[16777mt16's solution](#)

**304.**

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[16777mt16's solution](#)

**305.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, fft

[16777mt16's solution](#)

**306.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[16777mt16's solution](#)

**307.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[16777mt16's solution](#)

**308.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[16777mt16's solution](#)

**309.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[16777mt16's solution](#)

**310.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[16777mt16's solution](#)

**311.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings  
[16777mt16's solution](#)

**312.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy  
[16777mt16's solution](#)

**313.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[16777mt16's solution](#)

**314.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[16777mt16's solution](#)

**315.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[16777mt16's solution](#)

**316.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers  
[16777mt16's solution](#)

**317.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[16777mt16's solution](#)

**318.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[16777mt16's solution](#)

**319.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[16777mt16's solution](#)

**320.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[16777mt16's solution](#)

**321.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[16777mt16's solution](#)

**322.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[16777mt16's solution](#)

**323.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**324.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[16777mt16's solution](#)

**325.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[16777mt16's solution](#)

**326.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[16777mt16's solution](#)

**327.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[16777mt16's solution](#)

**328.**

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[16777mt16's solution](#)

**329.**

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, two pointers

[16777mt16's solution](#)

**330.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[16777mt16's solution](#)

**331.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[16777mt16's solution](#)

**332.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[16777mt16's solution](#)

**333.**

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[16777mt16's solution](#)

**334.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[16777mt16's solution](#)

**335.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[16777mt16's solution](#)

**336.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[16777mt16's solution](#)

**337.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**338.**

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[16777mt16's solution](#)

**339.**

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, implementation

[16777mt16's solution](#)

**340.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[16777mt16's solution](#)

**341.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[16777mt16's solution](#)

**342.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[16777mt16's solution](#)

**343.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[16777mt16's solution](#)

**344.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[16777mt16's solution](#)

**345.**

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[16777mt16's solution](#)

**346.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[16777mt16's solution](#)

**347.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[16777mt16's solution](#)

**348.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[16777mt16's solution](#)

**349.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[16777mt16's solution](#)

**350.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[16777mt16's solution](#)

**351.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**352.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[16777mt16's solution](#)

**353.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[16777mt16's solution](#)

**354.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[16777mt16's solution](#)

**355.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[16777mt16's solution](#)

**356.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[16777mt16's solution](#)

**357.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings

[16777mt16's solution](#)

**358.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[16777mt16's solution](#)

**359.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[16777mt16's solution](#)

**360.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[16777mt16's solution](#)

**361.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**362.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[16777mt16's solution](#)

**363.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[16777mt16's solution](#)

**364.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[16777mt16's solution](#)

**365.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[16777mt16's solution](#)

**366.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[16777mt16's solution](#)

**367.**

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**368.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[16777mt16's solution](#)

**369.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[16777mt16's solution](#)

**370.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[16777mt16's solution](#)

**371.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[16777mt16's solution](#)

**372.**

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, two pointers

[16777mt16's solution](#)

**373.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[16777mt16's solution](#)

**374.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[16777mt16's solution](#)

**375.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**376.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[16777mt16's solution](#)

**377.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[16777mt16's solution](#)

**378.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[16777mt16's solution](#)

**379.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[16777mt16's solution](#)

**380.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[16777mt16's solution](#)

**381.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**382.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[16777mt16's solution](#)

**383.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[16777mt16's solution](#)

**384.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[16777mt16's solution](#)

**385.**

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2025-07-12 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics, data structures

[16777mt16's solution](#)

**386.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[16777mt16's solution](#)

**387.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[16777mt16's solution](#)

**388.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[16777mt16's solution](#)

**389.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[16777mt16's solution](#)

**390.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[16777mt16's solution](#)

**391.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[16777mt16's solution](#)

**392.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[16777mt16's solution](#)

**393.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees

[16777mt16's solution](#)

**394.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[16777mt16's solution](#)

**395.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[16777mt16's solution](#)

**396.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities

[16777mt16's solution](#)

**397.**

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy

[16777mt16's solution](#)

**398.**

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[16777mt16's solution](#)

**399.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[16777mt16's solution](#)

**400.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees  
[16777mt16's solution](#)

**401.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees  
[16777mt16's solution](#)

**402.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry  
[16777mt16's solution](#)

**403.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[16777mt16's solution](#)

**404.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[16777mt16's solution](#)

**405.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math  
[16777mt16's solution](#)

**406.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math  
[16777mt16's solution](#)

**407.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory  
[16777mt16's solution](#)

**408.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[16777mt16's solution](#)

**409.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures  
[16777mt16's solution](#)

**410.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry,

implementation

[16777mt16's solution](#)

**411.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[16777mt16's solution](#)

**412.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[16777mt16's solution](#)

**413.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, trees

[16777mt16's solution](#)

**414.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[16777mt16's solution](#)

**415.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[16777mt16's solution](#)

**416.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[16777mt16's solution](#)

**417.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory

[16777mt16's solution](#)

**418.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[16777mt16's solution](#)

**419.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math

[16777mt16's solution](#)

**420.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[16777mt16's solution](#)

**421.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[16777mt16's solution](#)

**422.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[16777mt16's solution](#)

**423.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[16777mt16's solution](#)

**424.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[16777mt16's solution](#)

**425.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[16777mt16's solution](#)

**426.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[16777mt16's solution](#)

**427.**

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[16777mt16's solution](#)

**428.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, geometry, trees

[16777mt16's solution](#)

**429.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[16777mt16's solution](#)

**430.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[16777mt16's solution](#)

**431.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees  
[16777mt16's solution](#)

**432.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[16777mt16's solution](#)

**433.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[16777mt16's solution](#)

**434.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[16777mt16's solution](#)

**435.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[16777mt16's solution](#)

**436.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[16777mt16's solution](#)

**437.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings  
[16777mt16's solution](#)

**438.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[16777mt16's solution](#)

**439.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[16777mt16's solution](#)

**440.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers  
[16777mt16's solution](#)

**441.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**442.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-05-31 · last AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[16777mt16's solution](#)

**443.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[16777mt16's solution](#)

**444.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[16777mt16's solution](#)

**445.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[16777mt16's solution](#)

**446.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[16777mt16's solution](#)

**447.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[16777mt16's solution](#)

**448.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[16777mt16's solution](#)

**449.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: dp, implementation

[16777mt16's solution](#)

**450.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[16777mt16's solution](#)

**451.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[16777mt16's solution](#)

**452.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[16777mt16's solution](#)

**453.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[16777mt16's solution](#)

**454.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[16777mt16's solution](#)

**455.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**456.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[16777mt16's solution](#)

**457.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-02-06 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[16777mt16's solution](#)

**458.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[16777mt16's solution](#)

**459.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[16777mt16's solution](#)

**460.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[16777mt16's solution](#)

**461.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[16777mt16's solution](#)

**462.**

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp  
[16777mt16's solution](#)

**463.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: number theory  
[16777mt16's solution](#)

**464.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings  
[16777mt16's solution](#)

**465.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[16777mt16's solution](#)

**466.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[16777mt16's solution](#)

**467.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities  
[16777mt16's solution](#)

**468.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[16777mt16's solution](#)

**469.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[16777mt16's solution](#)

**470.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees  
[16777mt16's solution](#)

**471.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math  
[16777mt16's solution](#)

**472.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[16777mt16's solution](#)

**473.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees

[16777mt16's solution](#)

**474.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[16777mt16's solution](#)

**475.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[16777mt16's solution](#)

**476.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[16777mt16's solution](#)

**477.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, math

[16777mt16's solution](#)

**478.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[16777mt16's solution](#)

**479.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[16777mt16's solution](#)

**480.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**481.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[16777mt16's solution](#)

**482.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[16777mt16's solution](#)

**483.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[16777mt16's solution](#)

**484.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[16777mt16's solution](#)

**485.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[16777mt16's solution](#)

**486.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**487.**

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2025-09-04 · Kotlin 1.7 (first AC) · Tags: \*special, strings

[16777mt16's solution](#)

**488.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[16777mt16's solution](#)

**489.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: strings

[16777mt16's solution](#)

**490.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[16777mt16's solution](#)

**491.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[16777mt16's solution](#)

**492.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[16777mt16's solution](#)

**493.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[16777mt16's solution](#)

**494.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[16777mt16's solution](#)

**495.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[16777mt16's solution](#)

**496.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**497.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[16777mt16's solution](#)

**498.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[16777mt16's solution](#)

**499.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[16777mt16's solution](#)

**500.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[16777mt16's solution](#)

**501.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**502.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[16777mt16's solution](#)

**503.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[16777mt16's solution](#)

**504.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[16777mt16's solution](#)

**505.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[16777mt16's solution](#)

**506.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[16777mt16's solution](#)

**507.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[16777mt16's solution](#)

**508.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**509.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[16777mt16's solution](#)

**510.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[16777mt16's solution](#)

**511.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[16777mt16's solution](#)

**512.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[16777mt16's solution](#)

**513.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[16777mt16's solution](#)

**514.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[16777mt16's solution](#)

**515.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[16777mt16's solution](#)

**516.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[16777mt16's solution](#)

**517.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[16777mt16's solution](#)

**518.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[16777mt16's solution](#)

**519.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[16777mt16's solution](#)

**520.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[16777mt16's solution](#)

**521.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**522.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[16777mt16's solution](#)

**523.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[16777mt16's solution](#)

**524.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[16777mt16's solution](#)

**525.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[16777mt16's solution](#)

**526.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[16777mt16's solution](#)

**527.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[16777mt16's solution](#)

**528.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[16777mt16's solution](#)

**529.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[16777mt16's solution](#)

**530.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[16777mt16's solution](#)

**531.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[16777mt16's solution](#)

**532.**

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[16777mt16's solution](#)

**533.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-03 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[16777mt16's solution](#)

**534.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[16777mt16's solution](#)

**535.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[16777mt16's solution](#)

**536.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[16777mt16's solution](#)

**537.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[16777mt16's solution](#)

**538.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[16777mt16's solution](#)

**539.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[16777mt16's solution](#)

**540.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**541.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[16777mt16's solution](#)

**542.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[16777mt16's solution](#)

**543.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[16777mt16's solution](#)

**544.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

geometry

[16777mt16's solution](#)

**545.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[16777mt16's solution](#)

**546.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[16777mt16's solution](#)

**547.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[16777mt16's solution](#)

**548.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[16777mt16's solution](#)

**549.**

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2026-04-14 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[16777mt16's solution](#)

**550.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[16777mt16's solution](#)

**551.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[16777mt16's solution](#)

**552.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-30 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[16777mt16's solution](#)

**553.**

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[16777mt16's solution](#)

**554.**

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[16777mt16's solution](#)

**555.**

1336E2

[Chiori and Doll Picking \(hard version\) · Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[16777mt16's solution](#)

**556.**

2029H

[Message Spread · Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[16777mt16's solution](#)

**557.**

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[16777mt16's solution](#)