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Unique solved — 2009pwx

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

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

Filters: none

Count: 373

- 1.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,580 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[2009pwx's solution](#)
- 2.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[2009pwx's solution](#)
- 3.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[2009pwx's solution](#)
- 4.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[2009pwx's solution](#)
- 5.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[2009pwx's solution](#)
- 6.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[2009pwx's solution](#)
- 7.**
2151A
[Incremental Subarray](#) · [Tutorial](#)
Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[2009pwx's solution](#)
- 8.**
2127A
[Mix Mex Max](#) · [Tutorial](#)
Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[2009pwx's solution](#)
- 9.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[2009pwx's solution](#)
- 10.**
2084A
[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[2009pwx's solution](#)

11.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[2009pwx's solution](#)

12.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[2009pwx's solution](#)

13.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[2009pwx's solution](#)

14.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[2009pwx's solution](#)

15.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[2009pwx's solution](#)

16.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[2009pwx's solution](#)

17.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[2009pwx's solution](#)

18.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[2009pwx's solution](#)

19.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[2009pwx's solution](#)

20.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[2009pwx's solution](#)

21.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[2009pwx's solution](#)

22.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[2009pwx's solution](#)

23.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[2009pwx's solution](#)

24.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[2009pwx's solution](#)

25.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[2009pwx's solution](#)

26.

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math
[2009pwx's solution](#)

27.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[2009pwx's solution](#)

28.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[2009pwx's solution](#)

29.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[2009pwx's solution](#)

30.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[2009pwx's solution](#)

31.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[2009pwx's solution](#)

32.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[2009pwx's solution](#)

33.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[2009pwx's solution](#)

34.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[2009pwx's solution](#)

35.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[2009pwx's solution](#)

36.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2023-12-02 · last AC: 2024-01-31 · Clang++20 Diagnostics (first AC) · Tags: math
[2009pwx's solution](#)

37.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[2009pwx's solution](#)

38.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[2009pwx's solution](#)

39.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[2009pwx's solution](#)

40.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings
[2009pwx's solution](#)

41.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[2009pwx's solution](#)

42.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[2009pwx's solution](#)

43.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[2009pwx's solution](#)

44.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[2009pwx's solution](#)

45.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[2009pwx's solution](#)

46.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[2009pwx's solution](#)

47.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[2009pwx's solution](#)

48.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[2009pwx's solution](#)

49.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[2009pwx's solution](#)

50.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[2009pwx's solution](#)

51.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[2009pwx's solution](#)

52.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number

theory

[2009pwx's solution](#)

53.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[2009pwx's solution](#)

54.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[2009pwx's solution](#)

55.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[2009pwx's solution](#)

56.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[2009pwx's solution](#)

57.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[2009pwx's solution](#)

58.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[2009pwx's solution](#)

59.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[2009pwx's solution](#)

60.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[2009pwx's solution](#)

61.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[2009pwx's solution](#)

62.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[2009pwx's solution](#)

- 63.**
1981B
[Turtle and an Infinite Sequence](#) · [Tutorial](#)
Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[2009pwx's solution](#)
- 64.**
1815A
[Ilan and Array Sorting](#) · [Tutorial](#)
Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[2009pwx's solution](#)
- 65.**
1943A
[MEX Game 1](#) · [Tutorial](#)
Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[2009pwx's solution](#)
- 66.**
1944C
[MEX Game 1](#) · [Tutorial](#)
Rating: 1300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy
[2009pwx's solution](#)
- 67.**
1937B
[Binary Path](#) · [Tutorial](#)
Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[2009pwx's solution](#)
- 68.**
2190B1
[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)
Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[2009pwx's solution](#)
- 69.**
2157C
[Meximum Array 2](#) · [Tutorial](#)
Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[2009pwx's solution](#)
- 70.**
2152C
[Triple Removal](#) · [Tutorial](#)
Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[2009pwx's solution](#)
- 71.**
1967B1
[Reverse Card \(Easy Version\)](#) · [Tutorial](#)
Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[2009pwx's solution](#)
- 72.**
1967A
[Permutation Counting](#) · [Tutorial](#)
Quality: 14,942 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[2009pwx's solution](#)
- 73.**
2151C
[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[2009pwx's solution](#)

74.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[2009pwx's solution](#)

75.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[2009pwx's solution](#)

76.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[2009pwx's solution](#)

77.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[2009pwx's solution](#)

78.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[2009pwx's solution](#)

79.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[2009pwx's solution](#)

80.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[2009pwx's solution](#)

81.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[2009pwx's solution](#)

82.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[2009pwx's solution](#)

83.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[2009pwx's solution](#)

84.

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[2009pwx's solution](#)

85.

1818C

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

Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[2009pwx's solution](#)

86.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[2009pwx's solution](#)

87.

2157D

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

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

[2009pwx's solution](#)

88.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[2009pwx's solution](#)

89.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[2009pwx's solution](#)

90.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[2009pwx's solution](#)

91.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[2009pwx's solution](#)

92.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[2009pwx's solution](#)

93.

1678C

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

Rating: 1600 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[2009pwx's solution](#)

- 94.**
1946C
[Tree Cutting](#) · [Tutorial](#)
Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[2009pwx's solution](#)
- 95.**
2161B
[Make Connected](#) · [Tutorial](#)
Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[2009pwx's solution](#)
- 96.**
2135B
[For the Champion](#) · [Tutorial](#)
Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[2009pwx's solution](#)
- 97.**
2147D
[Game on Array](#) · [Tutorial](#)
Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[2009pwx's solution](#)
- 98.**
2159A
[MAD Interactive Problem](#) · [Tutorial](#)
Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[2009pwx's solution](#)
- 99.**
2152D
[Division Versus Addition](#) · [Tutorial](#)
Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[2009pwx's solution](#)
- 100.**
2151D
[Grid Counting](#) · [Tutorial](#)
Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[2009pwx's solution](#)
- 101.**
2124D
[Make a Palindrome](#) · [Tutorial](#)
Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[2009pwx's solution](#)
- 102.**
2045A
[Scrambled Scrabble](#) · [Tutorial](#)
Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[2009pwx's solution](#)
- 103.**
2041D
[Drunken Maze](#) · [Tutorial](#)
Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[2009pwx's solution](#)

104.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[2009pwx's solution](#)

105.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[2009pwx's solution](#)

106.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[2009pwx's solution](#)

107.

1678D

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

Rating: 1700 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[2009pwx's solution](#)

108.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[2009pwx's solution](#)

109.

2127D

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

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[2009pwx's solution](#)

110.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[2009pwx's solution](#)

111.

1631D

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

Rating: 1800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[2009pwx's solution](#)

112.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[2009pwx's solution](#)

113.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[2009pwx's solution](#)

114.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[2009pwx's solution](#)

115.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[2009pwx's solution](#)

116.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[2009pwx's solution](#)

117.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[2009pwx's solution](#)

118.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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

[2009pwx's solution](#)

119.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[2009pwx's solution](#)

120.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[2009pwx's solution](#)

121.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[2009pwx's solution](#)

122.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[2009pwx's solution](#)

123.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[2009pwx's solution](#)

124.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[2009pwx's solution](#)

125.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[2009pwx's solution](#)

126.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[2009pwx's solution](#)

127.

1678E

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

Rating: 1900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[2009pwx's solution](#)

128.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[2009pwx's solution](#)

129.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2009pwx's solution](#)

130.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[2009pwx's solution](#)

131.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[2009pwx's solution](#)

132.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[2009pwx's solution](#)

133.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[2009pwx's solution](#)

134.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[2009pwx's solution](#)

135.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[2009pwx's solution](#)

136.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[2009pwx's solution](#)

137.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[2009pwx's solution](#)

138.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[2009pwx's solution](#)

139.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[2009pwx's solution](#)

140.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[2009pwx's solution](#)

141.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[2009pwx's solution](#)

142.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[2009pwx's solution](#)

143.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2009pwx's solution](#)

144.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[2009pwx's solution](#)

145.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[2009pwx's solution](#)

146.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[2009pwx's solution](#)

147.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[2009pwx's solution](#)

148.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[2009pwx's solution](#)

149.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[2009pwx's solution](#)

150.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[2009pwx's solution](#)

151.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[2009pwx's solution](#)

152.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[2009pwx's solution](#)

153.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[2009pwx's solution](#)

154.

2115B

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

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[2009pwx's solution](#)

155.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[2009pwx's solution](#)

156.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[2009pwx's solution](#)

157.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[2009pwx's solution](#)

158.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[2009pwx's solution](#)

159.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[2009pwx's solution](#)

160.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[2009pwx's solution](#)

161.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[2009pwx's solution](#)

162.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[2009pwx's solution](#)

163.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[2009pwx's solution](#)

164.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[2009pwx's solution](#)

165.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[2009pwx's solution](#)

166.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[2009pwx's solution](#)

167.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[2009pwx's solution](#)

168.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[2009pwx's solution](#)

169.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures

[2009pwx's solution](#)

170.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[2009pwx's solution](#)

171.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[2009pwx's solution](#)

172.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[2009pwx's solution](#)

173.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[2009pwx's solution](#)

174.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
[2009pwx's solution](#)

175.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[2009pwx's solution](#)

176.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[2009pwx's solution](#)

177.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[2009pwx's solution](#)

178.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[2009pwx's solution](#)

179.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math
[2009pwx's solution](#)

180.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[2009pwx's solution](#)

181.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[2009pwx's solution](#)

182.

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[2009pwx's solution](#)

183.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[2009pwx's solution](#)

184.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[2009pwx's solution](#)

185.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[2009pwx's solution](#)

186.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[2009pwx's solution](#)

187.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[2009pwx's solution](#)

188.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[2009pwx's solution](#)

189.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[2009pwx's solution](#)

190.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: flows

[2009pwx's solution](#)

191.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[2009pwx's solution](#)

192.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[2009pwx's solution](#)

193.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[2009pwx's solution](#)

194.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[2009pwx's solution](#)

195.

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

[2009pwx's solution](#)

196.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[2009pwx's solution](#)

197.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[2009pwx's solution](#)

198.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[2009pwx's solution](#)

199.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[2009pwx's solution](#)

200.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[2009pwx's solution](#)

201.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[2009pwx's solution](#)

202.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[2009pwx's solution](#)

203.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[2009pwx's solution](#)

204.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[2009pwx's solution](#)

205.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2009pwx's solution](#)

206.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[2009pwx's solution](#)

207.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[2009pwx's solution](#)

208.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[2009pwx's solution](#)

209.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[2009pwx's solution](#)

210.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[2009pwx's solution](#)

211.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[2009pwx's solution](#)

212.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[2009pwx's solution](#)

213.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[2009pwx's solution](#)

214.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[2009pwx's solution](#)

215.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[2009pwx's solution](#)

216.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[2009pwx's solution](#)

217.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[2009pwx's solution](#)

218.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[2009pwx's solution](#)

219.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[2009pwx's solution](#)

220.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[2009pwx's solution](#)

221.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[2009pwx's solution](#)

222.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[2009pwx's solution](#)

223.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[2009pwx's solution](#)

224.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[2009pwx's solution](#)

225.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[2009pwx's solution](#)

226.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[2009pwx's solution](#)

227.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2009pwx's solution](#)

228.

86C

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

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, trees

[2009pwx's solution](#)

229.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[2009pwx's solution](#)

230.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[2009pwx's solution](#)

231.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2009pwx's solution](#)

232.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[2009pwx's solution](#)

233.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[2009pwx's solution](#)

234.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[2009pwx's solution](#)

235.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[2009pwx's solution](#)

236.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[2009pwx's solution](#)

237.

917D

[Stranger Trees · Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[2009pwx's solution](#)

238.

1679F

[Formalism for Formalism · Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[2009pwx's solution](#)

239.

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[2009pwx's solution](#)

240.

1510B

[Button Lock · Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[2009pwx's solution](#)

241.

196E

[Opening Portals · Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[2009pwx's solution](#)

242.

201E

[Thoroughly Bureaucratic Organization · Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[2009pwx's solution](#)

243.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[2009pwx's solution](#)

244.

1815D

[XOR Counting · Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[2009pwx's solution](#)

245.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[2009pwx's solution](#)

246.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[2009pwx's solution](#)

247.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[2009pwx's solution](#)

248.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[2009pwx's solution](#)

249.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2009pwx's solution](#)

250.

2151F

[Attraction Theory](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[2009pwx's solution](#)

251.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[2009pwx's solution](#)

252.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[2009pwx's solution](#)

253.

1818F

[Toy Machine](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[2009pwx's solution](#)

254.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[2009pwx's solution](#)

255.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[2009pwx's solution](#)

256.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[2009pwx's solution](#)

257.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[2009pwx's solution](#)

258.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[2009pwx's solution](#)

259.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[2009pwx's solution](#)

260.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[2009pwx's solution](#)

261.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[2009pwx's solution](#)

262.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[2009pwx's solution](#)

263.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[2009pwx's solution](#)

264.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[2009pwx's solution](#)

265.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[2009pwx's solution](#)

266.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[2009pwx's solution](#)

267.

1874D

[Jellyfish and Miku · Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[2009pwx's solution](#)

268.

2127F

[Hamed and AghaBalaSar · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[2009pwx's solution](#)

269.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[2009pwx's solution](#)

270.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[2009pwx's solution](#)

271.

1693D

[Decinc Dividing · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[2009pwx's solution](#)

272.

2048G

[Kevin and Matrices · Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[2009pwx's solution](#)

273.

446D

[DZY Loves Games · Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[2009pwx's solution](#)

274.

1592F2

[Alice and Recoloring 2 · Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[2009pwx's solution](#)

275.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[2009pwx's solution](#)

276.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[2009pwx's solution](#)

277.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2009pwx's solution](#)

278.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[2009pwx's solution](#)

279.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2009pwx's solution](#)

280.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[2009pwx's solution](#)

281.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[2009pwx's solution](#)

282.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[2009pwx's solution](#)

283.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[2009pwx's solution](#)

284.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[2009pwx's solution](#)

285.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[2009pwx's solution](#)

286.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

dp, greedy

[2009pwx's solution](#)

287.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[2009pwx's solution](#)

288.

2115D

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

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[2009pwx's solution](#)

289.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[2009pwx's solution](#)

290.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[2009pwx's solution](#)

291.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[2009pwx's solution](#)

292.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[2009pwx's solution](#)

293.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2009pwx's solution](#)

294.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-05-04 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[2009pwx's solution](#)

295.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[2009pwx's solution](#)

296.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[2009pwx's solution](#)

297.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[2009pwx's solution](#)

298.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, trees

[2009pwx's solution](#)

299.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[2009pwx's solution](#)

300.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[2009pwx's solution](#)

301.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[2009pwx's solution](#)

302.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[2009pwx's solution](#)

303.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[2009pwx's solution](#)

304.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2009pwx's solution](#)

305.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[2009pwx's solution](#)

306.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[2009pwx's solution](#)

307.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[2009pwx's solution](#)

308.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[2009pwx's solution](#)

309.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-11-22 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[2009pwx's solution](#)

310.

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[2009pwx's solution](#)

311.

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[2009pwx's solution](#)

312.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[2009pwx's solution](#)

313.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[2009pwx's solution](#)

314.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[2009pwx's solution](#)

315.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings

[2009pwx's solution](#)

316.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[2009pwx's solution](#)

317.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[2009pwx's solution](#)

318.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[2009pwx's solution](#)

319.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[2009pwx's solution](#)

320.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[2009pwx's solution](#)

321.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[2009pwx's solution](#)

322.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[2009pwx's solution](#)

323.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[2009pwx's solution](#)

324.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-11-22 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2009pwx's solution](#)

325.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[2009pwx's solution](#)

326.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[2009pwx's solution](#)

327.

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[2009pwx's solution](#)

328.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[2009pwx's solution](#)

329.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[2009pwx's solution](#)

330.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[2009pwx's solution](#)

331.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2009pwx's solution](#)

332.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[2009pwx's solution](#)

333.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[2009pwx's solution](#)

334.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[2009pwx's solution](#)

335.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[2009pwx's solution](#)

336.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[2009pwx's solution](#)

337.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[2009pwx's solution](#)

338.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[2009pwx's solution](#)

339.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, trees
[2009pwx's solution](#)

340.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory
[2009pwx's solution](#)

341.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy
[2009pwx's solution](#)

342.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[2009pwx's solution](#)

343.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[2009pwx's solution](#)

344.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-10-24 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[2009pwx's solution](#)

345.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[2009pwx's solution](#)

346.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[2009pwx's solution](#)

347.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math
[2009pwx's solution](#)

348.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[2009pwx's solution](#)

349.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[2009pwx's solution](#)

350.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math, trees

[2009pwx's solution](#)

351.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[2009pwx's solution](#)

352.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[2009pwx's solution](#)

353.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[2009pwx's solution](#)

354.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[2009pwx's solution](#)

355.

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2009pwx's solution](#)

356.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[2009pwx's solution](#)

357.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, trees

[2009pwx's solution](#)

358.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2009pwx's solution](#)

359.

2084G2

[Wish Upon a Satellite \(Hard Version\) · Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[2009pwx's solution](#)

360.

1336E2

[Chiori and Doll Picking \(hard version\) · Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[2009pwx's solution](#)

361.

1534H

[Lost Nodes · Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[2009pwx's solution](#)

362.

1586I

[Omkar and Mosaic · Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[2009pwx's solution](#)

363.

2223C

[Zhily and Signpost · Tutorial](#)

Quality: 451 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[2009pwx's solution](#)

364.

2223B

[Zhily and Barknights · Tutorial](#)

Quality: 1,809 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[2009pwx's solution](#)

365.

2223A

[Zhily and Bracket Swapping · Tutorial](#)

Quality: 3,562 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[2009pwx's solution](#)

366.

1193A

[Amusement Park · Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[2009pwx's solution](#)

367.

101221G

[Metal Processing Plant · Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[2009pwx's solution](#)

368.

102979A

[Another Tree Queries Problem · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[2009pwx's solution](#)

369.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[2009pwx's solution](#)

370.

105631M

[Make SYSU Great Again 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[2009pwx's solution](#)

371.

105631C

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

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[2009pwx's solution](#)

372.

105631J

[Jazz Music from the Er-th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[2009pwx's solution](#)

373.

105384K

[Knocker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[2009pwx's solution](#)