

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

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# Unique solved — 2745518585

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

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

Filters: none

Count: 685

1.

2211A

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

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[2745518585's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[2745518585's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[2745518585's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,576 global accepts · Rating: 800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[2745518585's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

[2745518585's solution](#)

6.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [sortings](#)

[2745518585's solution](#)

7.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

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8.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)

[2745518585's solution](#)

9.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[2745518585's solution](#)

10.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[2745518585's solution](#)

## 11.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[2745518585's solution](#)

## 12.

1942A

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

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

[2745518585's solution](#)

## 13.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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## 14.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[2745518585's solution](#)

## 15.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2745518585's solution](#)

## 16.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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## 17.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,322 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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## 18.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[2745518585's solution](#)

## 19.

1878A

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

Quality: 78,661 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[2745518585's solution](#)

## 20.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math

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**21.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[2745518585's solution](#)

**22.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**23.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**24.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**25.**

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**26.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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**27.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**28.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**29.**

1777A

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

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[2745518585's solution](#)

**30.**

1782A

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

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

[2745518585's solution](#)

**31.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[2745518585's solution](#)

**32.**

1763A

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

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

[2745518585's solution](#)

**33.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[2745518585's solution](#)

**34.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,425 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[2745518585's solution](#)

**35.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[2745518585's solution](#)

**36.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[2745518585's solution](#)

**37.**

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[2745518585's solution](#)

**38.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[2745518585's solution](#)

**39.**

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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**40.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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**41.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

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42.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

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43.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[2745518585's solution](#)

44.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[2745518585's solution](#)

45.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[2745518585's solution](#)

46.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[2745518585's solution](#)

47.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[2745518585's solution](#)

48.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[2745518585's solution](#)

49.

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[2745518585's solution](#)

50.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[2745518585's solution](#)

51.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[2745518585's solution](#)

**52.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[2745518585's solution](#)

**53.**

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[2745518585's solution](#)

**54.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[2745518585's solution](#)

**55.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[2745518585's solution](#)

**56.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[2745518585's solution](#)

**57.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[2745518585's solution](#)

**58.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[2745518585's solution](#)

**59.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[2745518585's solution](#)

**60.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**61.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[2745518585's solution](#)

**62.**

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[2745518585's solution](#)

**63.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[2745518585's solution](#)

**64.**

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[2745518585's solution](#)

**65.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[2745518585's solution](#)

**66.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[2745518585's solution](#)

**67.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[2745518585's solution](#)

**68.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[2745518585's solution](#)

**69.**

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[2745518585's solution](#)

**70.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[2745518585's solution](#)

**71.**

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[2745518585's solution](#)

**72.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[2745518585's solution](#)

**73.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[2745518585's solution](#)

**74.**

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[2745518585's solution](#)

**75.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[2745518585's solution](#)

**76.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[2745518585's solution](#)

**77.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[2745518585's solution](#)

**78.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[2745518585's solution](#)

**79.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[2745518585's solution](#)

**80.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[2745518585's solution](#)

**81.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[2745518585's solution](#)

**82.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[2745518585's solution](#)

**83.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[2745518585's solution](#)

**84.**

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[2745518585's solution](#)

**85.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[2745518585's solution](#)

**86.**

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[2745518585's solution](#)

**87.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[2745518585's solution](#)

**88.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[2745518585's solution](#)

**89.**

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[2745518585's solution](#)

**90.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[2745518585's solution](#)

**91.**

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[2745518585's solution](#)

**92.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[2745518585's solution](#)

**93.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[2745518585's solution](#)

**94.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[2745518585's solution](#)

**95.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,710 global accepts · Rating: 1200 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2745518585's solution](#)

**96.**

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[2745518585's solution](#)

**97.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[2745518585's solution](#)

**98.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**99.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[2745518585's solution](#)

**100.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[2745518585's solution](#)

**101.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[2745518585's solution](#)

**102.**

1381A1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[2745518585's solution](#)

**103.**

1819A

[Constructive Problem · Tutorial](#)

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[2745518585's solution](#)

**104.**

1470A

[Strange Birthday Party · Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[2745518585's solution](#)

**105.**

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[2745518585's solution](#)

**106.**

1775B

[Gardener and the Array · Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[2745518585's solution](#)

**107.**

1766C

[Hamiltonian Wall · Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[2745518585's solution](#)

**108.**

1603A

[Di-visible Confusion · Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[2745518585's solution](#)

**109.**

1726C

[Jatayu's Balanced Bracket Sequence · Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[2745518585's solution](#)

**110.**

2164C

[Dungeon · Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[2745518585's solution](#)

**111.**

2152C

[Triple Removal · Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[2745518585's solution](#)

**112.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[2745518585's solution](#)

**113.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[2745518585's solution](#)

**114.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[2745518585's solution](#)

**115.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[2745518585's solution](#)

**116.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-03-11 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[2745518585's solution](#)

**117.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[2745518585's solution](#)

**118.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[2745518585's solution](#)

**119.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[2745518585's solution](#)

**120.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[2745518585's solution](#)

**121.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[2745518585's solution](#)

**122.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[2745518585's solution](#)

**123.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2745518585's solution](#)

**124.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[2745518585's solution](#)

**125.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[2745518585's solution](#)

**126.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[2745518585's solution](#)

**127.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[2745518585's solution](#)

**128.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[2745518585's solution](#)

**129.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[2745518585's solution](#)

**130.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-30 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[2745518585's solution](#)

**131.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[2745518585's solution](#)

### 132.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[2745518585's solution](#)

### 133.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[2745518585's solution](#)

### 134.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[2745518585's solution](#)

### 135.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[2745518585's solution](#)

### 136.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[2745518585's solution](#)

### 137.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[2745518585's solution](#)

### 138.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: \*special, number theory

[2745518585's solution](#)

### 139.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[2745518585's solution](#)

### 140.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[2745518585's solution](#)

### 141.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dp, math

[2745518585's solution](#)

**142.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[2745518585's solution](#)

**143.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[2745518585's solution](#)

**144.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[2745518585's solution](#)

**145.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2745518585's solution](#)

**146.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**147.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[2745518585's solution](#)

**148.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[2745518585's solution](#)

**149.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[2745518585's solution](#)

**150.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[2745518585's solution](#)

**151.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[2745518585's solution](#)

**152.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[2745518585's solution](#)

**153.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[2745518585's solution](#)

**154.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[2745518585's solution](#)

**155.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[2745518585's solution](#)

**156.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[2745518585's solution](#)

**157.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[2745518585's solution](#)

**158.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[2745518585's solution](#)

**159.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[2745518585's solution](#)

**160.**

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[2745518585's solution](#)

**161.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[2745518585's solution](#)

**162.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Quality: 1600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[2745518585's solution](#)

**163.**

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[2745518585's solution](#)

**164.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2745518585's solution](#)

**165.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[2745518585's solution](#)

**166.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[2745518585's solution](#)

**167.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[2745518585's solution](#)

**168.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[2745518585's solution](#)

**169.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[2745518585's solution](#)

**170.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[2745518585's solution](#)

**171.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[2745518585's solution](#)

**172.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[2745518585's solution](#)

**173.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[2745518585's solution](#)

**174.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[2745518585's solution](#)

**175.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[2745518585's solution](#)

**176.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[2745518585's solution](#)

**177.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[2745518585's solution](#)

**178.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[2745518585's solution](#)

**179.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[2745518585's solution](#)

**180.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[2745518585's solution](#)

**181.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[2745518585's solution](#)

**182.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[2745518585's solution](#)

**183.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[2745518585's solution](#)

**184.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[2745518585's solution](#)

**185.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[2745518585's solution](#)

**186.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[2745518585's solution](#)

**187.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[2745518585's solution](#)

**188.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[2745518585's solution](#)

**189.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[2745518585's solution](#)

**190.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[2745518585's solution](#)

**191.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, trees

[2745518585's solution](#)

**192.**

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[2745518585's solution](#)

**193.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[2745518585's solution](#)

**194.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[2745518585's solution](#)

**195.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[2745518585's solution](#)

**196.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[2745518585's solution](#)

**197.**

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[2745518585's solution](#)

**198.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[2745518585's solution](#)

**199.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-03-11 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[2745518585's solution](#)

**200.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**201.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, graphs, greedy, math, sortings, two pointers

[2745518585's solution](#)

**202.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[2745518585's solution](#)

**203.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[2745518585's solution](#)

**204.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2745518585's solution](#)

**205.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[2745518585's solution](#)

**206.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[2745518585's solution](#)

**207.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-11 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[2745518585's solution](#)

**208.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[2745518585's solution](#)

**209.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[2745518585's solution](#)

**210.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[2745518585's solution](#)

**211.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[2745518585's solution](#)

## 212.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[2745518585's solution](#)

## 213.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[2745518585's solution](#)

## 214.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[2745518585's solution](#)

## 215.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[2745518585's solution](#)

## 216.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[2745518585's solution](#)

## 217.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[2745518585's solution](#)

## 218.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[2745518585's solution](#)

## 219.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[2745518585's solution](#)

## 220.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[2745518585's solution](#)

## 221.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[2745518585's solution](#)

## 222.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
[2745518585's solution](#)

## 223.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[2745518585's solution](#)

## 224.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[2745518585's solution](#)

## 225.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[2745518585's solution](#)

## 226.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[2745518585's solution](#)

## 227.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[2745518585's solution](#)

## 228.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[2745518585's solution](#)

## 229.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[2745518585's solution](#)

## 230.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[2745518585's solution](#)

## 231.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation  
[2745518585's solution](#)

**232.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[2745518585's solution](#)

**233.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[2745518585's solution](#)

**234.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[2745518585's solution](#)

**235.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2745518585's solution](#)

**236.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[2745518585's solution](#)

**237.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[2745518585's solution](#)

**238.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[2745518585's solution](#)

**239.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[2745518585's solution](#)

**240.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[2745518585's solution](#)

**241.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[2745518585's solution](#)

**242.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[2745518585's solution](#)

**243.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[2745518585's solution](#)

**244.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-10-27 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[2745518585's solution](#)

**245.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[2745518585's solution](#)

**246.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[2745518585's solution](#)

**247.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[2745518585's solution](#)

**248.**

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[2745518585's solution](#)

**249.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[2745518585's solution](#)

**250.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[2745518585's solution](#)

**251.**

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[2745518585's solution](#)

## 252.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[2745518585's solution](#)

## 253.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[2745518585's solution](#)

## 254.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[2745518585's solution](#)

## 255.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[2745518585's solution](#)

## 256.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[2745518585's solution](#)

## 257.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[2745518585's solution](#)

## 258.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[2745518585's solution](#)

## 259.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[2745518585's solution](#)

## 260.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[2745518585's solution](#)

**261.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[2745518585's solution](#)

**262.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[2745518585's solution](#)

**263.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[2745518585's solution](#)

**264.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[2745518585's solution](#)

**265.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[2745518585's solution](#)

**266.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[2745518585's solution](#)

**267.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[2745518585's solution](#)

**268.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[2745518585's solution](#)

**269.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[2745518585's solution](#)

**270.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[2745518585's solution](#)

**271.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[2745518585's solution](#)

**272.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[2745518585's solution](#)

**273.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs  
[2745518585's solution](#)

**274.**

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[2745518585's solution](#)

**275.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[2745518585's solution](#)

**276.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[2745518585's solution](#)

**277.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[2745518585's solution](#)

**278.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[2745518585's solution](#)

**279.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[2745518585's solution](#)

**280.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[2745518585's solution](#)

**281.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[2745518585's solution](#)

**282.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[2745518585's solution](#)

**283.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[2745518585's solution](#)

**284.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[2745518585's solution](#)

**285.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2745518585's solution](#)

**286.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[2745518585's solution](#)

**287.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[2745518585's solution](#)

**288.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[2745518585's solution](#)

**289.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[2745518585's solution](#)

**290.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[2745518585's solution](#)

**291.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[2745518585's solution](#)

**292.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[2745518585's solution](#)

**293.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[2745518585's solution](#)

**294.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[2745518585's solution](#)

**295.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[2745518585's solution](#)

**296.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2745518585's solution](#)

**297.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[2745518585's solution](#)

**298.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[2745518585's solution](#)

**299.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[2745518585's solution](#)

**300.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[2745518585's solution](#)

**301.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[2745518585's solution](#)

**302.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[2745518585's solution](#)

**303.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[2745518585's solution](#)

**304.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[2745518585's solution](#)

**305.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[2745518585's solution](#)

**306.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[2745518585's solution](#)

**307.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[2745518585's solution](#)

**308.**

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[2745518585's solution](#)

**309.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[2745518585's solution](#)

**310.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[2745518585's solution](#)

### 311.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[2745518585's solution](#)

### 312.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[2745518585's solution](#)

### 313.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[2745518585's solution](#)

### 314.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[2745518585's solution](#)

### 315.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[2745518585's solution](#)

### 316.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees  
[2745518585's solution](#)

### 317.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees  
[2745518585's solution](#)

### 318.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[2745518585's solution](#)

### 319.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[2745518585's solution](#)

### 320.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[2745518585's solution](#)

**321.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[2745518585's solution](#)

**322.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[2745518585's solution](#)

**323.**

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[2745518585's solution](#)

**324.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[2745518585's solution](#)

**325.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[2745518585's solution](#)

**326.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[2745518585's solution](#)

**327.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[2745518585's solution](#)

**328.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[2745518585's solution](#)

**329.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[2745518585's solution](#)

**330.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[2745518585's solution](#)

**331.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[2745518585's solution](#)

**332.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[2745518585's solution](#)

**333.**

1504E

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

Rating: 2200 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[2745518585's solution](#)

**334.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[2745518585's solution](#)

**335.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[2745518585's solution](#)

**336.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[2745518585's solution](#)

**337.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[2745518585's solution](#)

**338.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[2745518585's solution](#)

**339.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[2745518585's solution](#)

**340.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[2745518585's solution](#)

**341.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2745518585's solution](#)

**342.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[2745518585's solution](#)

**343.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[2745518585's solution](#)

**344.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[2745518585's solution](#)

**345.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[2745518585's solution](#)

**346.**

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**347.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[2745518585's solution](#)

**348.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[2745518585's solution](#)

**349.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[2745518585's solution](#)

**350.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[2745518585's solution](#)

**351.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[2745518585's solution](#)

**352.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees  
[2745518585's solution](#)

**353.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games  
[2745518585's solution](#)

**354.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers  
[2745518585's solution](#)

**355.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[2745518585's solution](#)

**356.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[2745518585's solution](#)

**357.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-03-11 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory  
[2745518585's solution](#)

**358.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[2745518585's solution](#)

**359.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[2745518585's solution](#)

**360.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees  
[2745518585's solution](#)

**361.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[2745518585's solution](#)

**362.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[2745518585's solution](#)

**363.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2745518585's solution](#)

**364.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[2745518585's solution](#)

**365.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[2745518585's solution](#)

**366.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[2745518585's solution](#)

**367.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[2745518585's solution](#)

**368.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[2745518585's solution](#)

**369.**

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[2745518585's solution](#)

**370.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[2745518585's solution](#)

**371.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[2745518585's solution](#)

**372.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[2745518585's solution](#)

**373.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[2745518585's solution](#)

**374.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[2745518585's solution](#)

**375.**

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[2745518585's solution](#)

**376.**

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2745518585's solution](#)

**377.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[2745518585's solution](#)

**378.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[2745518585's solution](#)

**379.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[2745518585's solution](#)

**380.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[2745518585's solution](#)

**381.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[2745518585's solution](#)

**382.**

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities  
[2745518585's solution](#)

**383.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[2745518585's solution](#)

**384.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory  
[2745518585's solution](#)

**385.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[2745518585's solution](#)

**386.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[2745518585's solution](#)

**387.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices  
[2745518585's solution](#)

**388.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[2745518585's solution](#)

**389.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[2745518585's solution](#)

**390.**

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[2745518585's solution](#)

**391.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[2745518585's solution](#)

**392.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[2745518585's solution](#)

**393.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[2745518585's solution](#)

**394.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**395.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2745518585's solution](#)

**396.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2745518585's solution](#)

**397.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[2745518585's solution](#)

**398.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[2745518585's solution](#)

**399.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[2745518585's solution](#)

**400.**

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[2745518585's solution](#)

**401.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[2745518585's solution](#)

**402.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[2745518585's solution](#)

**403.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[2745518585's solution](#)

**404.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[2745518585's solution](#)

**405.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[2745518585's solution](#)

**406.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[2745518585's solution](#)

**407.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[2745518585's solution](#)

**408.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[2745518585's solution](#)

**409.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[2745518585's solution](#)

**410.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[2745518585's solution](#)

**411.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · last AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[2745518585's solution](#)

**412.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[2745518585's solution](#)

**413.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[2745518585's solution](#)

**414.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[2745518585's solution](#)

**415.**

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2745518585's solution](#)

**416.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

[2745518585's solution](#)

**417.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[2745518585's solution](#)

**418.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[2745518585's solution](#)

**419.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[2745518585's solution](#)

**420.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[2745518585's solution](#)

**421.**

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[2745518585's solution](#)

**422.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[2745518585's solution](#)

**423.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[2745518585's solution](#)

**424.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**425.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[2745518585's solution](#)

**426.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[2745518585's solution](#)

**427.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[2745518585's solution](#)

**428.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[2745518585's solution](#)

**429.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**430.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[2745518585's solution](#)

**431.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**432.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[2745518585's solution](#)

**433.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[2745518585's solution](#)

**434.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[2745518585's solution](#)

**435.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[2745518585's solution](#)

**436.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[2745518585's solution](#)

**437.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[2745518585's solution](#)

**438.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[2745518585's solution](#)

**439.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[2745518585's solution](#)

**440.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[2745518585's solution](#)

**441.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[2745518585's solution](#)

**442.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[2745518585's solution](#)

**443.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[2745518585's solution](#)

**444.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, interactive, sortings

[2745518585's solution](#)

**445.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2745518585's solution](#)

**446.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[2745518585's solution](#)

**447.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[2745518585's solution](#)

**448.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[2745518585's solution](#)

**449.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[2745518585's solution](#)

**450.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-10-04 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[2745518585's solution](#)

**451.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[2745518585's solution](#)

**452.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[2745518585's solution](#)

**453.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[2745518585's solution](#)

**454.**

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[2745518585's solution](#)

**455.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[2745518585's solution](#)

**456.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[2745518585's solution](#)

**457.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2745518585's solution](#)

**458.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[2745518585's solution](#)

**459.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[2745518585's solution](#)

**460.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[2745518585's solution](#)

**461.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[2745518585's solution](#)

**462.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[2745518585's solution](#)

**463.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[2745518585's solution](#)

**464.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[2745518585's solution](#)

**465.**

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[2745518585's solution](#)

**466.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[2745518585's solution](#)

**467.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**468.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[2745518585's solution](#)

**469.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[2745518585's solution](#)

**470.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[2745518585's solution](#)

**471.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, dfs and similar, dsu, graphs, trees

[2745518585's solution](#)

**472.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[2745518585's solution](#)

**473.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[2745518585's solution](#)

**474.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[2745518585's solution](#)

**475.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[2745518585's solution](#)

**476.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-11-19 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[2745518585's solution](#)

**477.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[2745518585's solution](#)

**478.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**479.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**480.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[2745518585's solution](#)

**481.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[2745518585's solution](#)

**482.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**483.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-12-04 · last AC: 2024-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[2745518585's solution](#)

**484.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[2745518585's solution](#)

**485.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[2745518585's solution](#)

**486.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[2745518585's solution](#)

**487.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[2745518585's solution](#)

**488.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[2745518585's solution](#)

**489.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[2745518585's solution](#)

**490.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[2745518585's solution](#)

**491.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[2745518585's solution](#)

**492.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[2745518585's solution](#)

**493.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[2745518585's solution](#)

**494.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[2745518585's solution](#)

**495.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[2745518585's solution](#)

**496.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[2745518585's solution](#)

**497.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2745518585's solution](#)

**498.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[2745518585's solution](#)

**499.**

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[2745518585's solution](#)

**500.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[2745518585's solution](#)

**501.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[2745518585's solution](#)

**502.**

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities  
[2745518585's solution](#)

**503.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy  
[2745518585's solution](#)

**504.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings  
[2745518585's solution](#)

**505.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees  
[2745518585's solution](#)

**506.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[2745518585's solution](#)

**507.**

838F

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

Quality: 112 global accepts · Rating: 2800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[2745518585's solution](#)

**508.**

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers  
[2745518585's solution](#)

**509.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[2745518585's solution](#)

**510.**

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities  
[2745518585's solution](#)

**511.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[2745518585's solution](#)

**512.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**513.**

1879F

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

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[2745518585's solution](#)

**514.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[2745518585's solution](#)

**515.**

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[2745518585's solution](#)

**516.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[2745518585's solution](#)

**517.**

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[2745518585's solution](#)

**518.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[2745518585's solution](#)

**519.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[2745518585's solution](#)

**520.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[2745518585's solution](#)

**521.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[2745518585's solution](#)

**522.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[2745518585's solution](#)

**523.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2745518585's solution](#)

**524.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[2745518585's solution](#)

**525.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[2745518585's solution](#)

**526.**

671C

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

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[2745518585's solution](#)

**527.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2745518585's solution](#)

**528.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[2745518585's solution](#)

**529.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**530.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[2745518585's solution](#)

**531.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**532.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

math

[2745518585's solution](#)

**533.**

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[2745518585's solution](#)

**534.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[2745518585's solution](#)

**535.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[2745518585's solution](#)

**536.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[2745518585's solution](#)

**537.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[2745518585's solution](#)

**538.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[2745518585's solution](#)

**539.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[2745518585's solution](#)

**540.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: flows

[2745518585's solution](#)

**541.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-06-15 · last AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**542.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[2745518585's solution](#)

**543.**

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[2745518585's solution](#)

**544.**

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[2745518585's solution](#)

**545.**

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**546.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[2745518585's solution](#)

**547.**

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[2745518585's solution](#)

**548.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**549.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[2745518585's solution](#)

**550.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[2745518585's solution](#)

**551.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[2745518585's solution](#)

**552.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-03-22 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[2745518585's solution](#)

**553.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy  
[2745518585's solution](#)

**554.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[2745518585's solution](#)

**555.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[2745518585's solution](#)

**556.**

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[2745518585's solution](#)

**557.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees  
[2745518585's solution](#)

**558.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings  
[2745518585's solution](#)

**559.**

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[2745518585's solution](#)

**560.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees  
[2745518585's solution](#)

**561.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[2745518585's solution](#)

**562.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[2745518585's solution](#)

**563.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[2745518585's solution](#)

**564.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[2745518585's solution](#)

**565.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[2745518585's solution](#)

**566.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[2745518585's solution](#)

**567.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[2745518585's solution](#)

**568.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[2745518585's solution](#)

**569.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[2745518585's solution](#)

**570.**

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[2745518585's solution](#)

**571.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[2745518585's solution](#)

**572.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[2745518585's solution](#)

**573.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy  
[2745518585's solution](#)

**574.**

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[2745518585's solution](#)

**575.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive  
[2745518585's solution](#)

**576.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers  
[2745518585's solution](#)

**577.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[2745518585's solution](#)

**578.**

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities  
[2745518585's solution](#)

**579.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[2745518585's solution](#)

**580.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices, probabilities  
[2745518585's solution](#)

**581.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities  
[2745518585's solution](#)

**582.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees  
[2745518585's solution](#)

**583.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[2745518585's solution](#)

**584.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[2745518585's solution](#)

**585.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[2745518585's solution](#)

**586.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[2745518585's solution](#)

**587.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**588.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**589.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[2745518585's solution](#)

**590.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[2745518585's solution](#)

**591.**

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, dp, implementation, math

[2745518585's solution](#)

**592.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[2745518585's solution](#)

**593.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[2745518585's solution](#)

**594.**

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-05-11 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[2745518585's solution](#)

**595.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[2745518585's solution](#)

**596.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[2745518585's solution](#)

**597.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[2745518585's solution](#)

**598.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

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**599.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[2745518585's solution](#)

**600.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[2745518585's solution](#)

**601.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[2745518585's solution](#)

**602.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[2745518585's solution](#)

**603.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees  
[2745518585's solution](#)

**604.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees  
[2745518585's solution](#)

**605.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings  
[2745518585's solution](#)

**606.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices  
[2745518585's solution](#)

**607.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees  
[2745518585's solution](#)

**608.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[2745518585's solution](#)

**609.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees  
[2745518585's solution](#)

**610.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: games  
[2745518585's solution](#)

**611.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[2745518585's solution](#)

**612.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive  
[2745518585's solution](#)

**613.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[2745518585's solution](#)

**614.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[2745518585's solution](#)

**615.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-02-25 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[2745518585's solution](#)

**616.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[2745518585's solution](#)

**617.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[2745518585's solution](#)

**618.**

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[2745518585's solution](#)

**619.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[2745518585's solution](#)

**620.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[2745518585's solution](#)

**621.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**622.**

1943E2

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

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[2745518585's solution](#)

**623.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[2745518585's solution](#)

**624.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[2745518585's solution](#)

**625.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**626.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[2745518585's solution](#)

**627.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[2745518585's solution](#)

**628.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[2745518585's solution](#)

**629.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**630.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[2745518585's solution](#)

**631.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[2745518585's solution](#)

**632.**

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[2745518585's solution](#)

**633.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[2745518585's solution](#)

**634.**

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[2745518585's solution](#)

**635.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

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**636.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**637.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

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**638.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

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**639.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

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**640.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

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**641.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

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**642.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

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**643.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

trees

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**644.**

1693E

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**645.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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**646.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[2745518585's solution](#)

**647.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[2745518585's solution](#)

**648.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[2745518585's solution](#)

**649.**

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2745518585's solution](#)

**650.**

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**651.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**652.**

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

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**653.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

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**654.**

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**655.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[2745518585's solution](#)

**656.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-03-09 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[2745518585's solution](#)

**657.**

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

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**658.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2024-01-09 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[2745518585's solution](#)

**659.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[2745518585's solution](#)

**660.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[2745518585's solution](#)

**661.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[2745518585's solution](#)

**662.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[2745518585's solution](#)

**663.**

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[2745518585's solution](#)

**664.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[2745518585's solution](#)

**665.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[2745518585's solution](#)

**666.**

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games

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**667.**

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees

[2745518585's solution](#)

**668.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: games

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**669.**

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[2745518585's solution](#)

**670.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[2745518585's solution](#)

**671.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[2745518585's solution](#)

**672.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[2745518585's solution](#)

**673.**

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[2745518585's solution](#)

**674.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[2745518585's solution](#)

**675.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[2745518585's solution](#)

**676.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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**677.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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**678.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[2745518585's solution](#)

**679.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[2745518585's solution](#)

**680.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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**681.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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**682.**

104128G

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Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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**683.**

104128I

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**684.**

104065B

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**685.**

104065E

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