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Unique solved — 2little2late

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

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1705A

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29.

1706A

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1699A

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35.

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37.

1678B1

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38.

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1657B

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1546A

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49.

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86.

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87.

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88.

1979B

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89.

2051C

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90.

2040B

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91.

2037C

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92.

1841B

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94.

1704B

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95.

1539A

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96.

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99.

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100.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[2little2late's solution](#)

101.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[2little2late's solution](#)

102.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[2little2late's solution](#)

103.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[2little2late's solution](#)

104.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2little2late's solution](#)

105.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[2little2late's solution](#)

106.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[2little2late's solution](#)

107.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[2little2late's solution](#)

108.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[2little2late's solution](#)

109.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[2little2late's solution](#)

110.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[2little2late's solution](#)

111.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[2little2late's solution](#)

112.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[2little2late's solution](#)

113.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers
[2little2late's solution](#)

114.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[2little2late's solution](#)

115.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[2little2late's solution](#)

116.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[2little2late's solution](#)

117.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[2little2late's solution](#)

118.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[2little2late's solution](#)

119.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[2little2late's solution](#)

120.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[2little2late's solution](#)

121.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[2little2late's solution](#)

122.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[2little2late's solution](#)

123.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[2little2late's solution](#)

124.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[2little2late's solution](#)

125.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[2little2late's solution](#)

126.

1679B

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

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[2little2late's solution](#)

127.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[2little2late's solution](#)

128.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[2little2late's solution](#)

129.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[2little2late's solution](#)

130.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[2little2late's solution](#)

131.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[2little2late's solution](#)

132.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[2little2late's solution](#)

133.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[2little2late's solution](#)

134.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[2little2late's solution](#)

135.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[2little2late's solution](#)

136.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[2little2late's solution](#)

137.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[2little2late's solution](#)

138.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[2little2late's solution](#)

139.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[2little2late's solution](#)

140.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[2little2late's solution](#)

141.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[2little2late's solution](#)

142.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[2little2late's solution](#)

143.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[2little2late's solution](#)

144.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[2little2late's solution](#)

145.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[2little2late's solution](#)

146.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data

structures, greedy

[2little2late's solution](#)

147.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[2little2late's solution](#)

148.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[2little2late's solution](#)

149.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[2little2late's solution](#)

150.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[2little2late's solution](#)

151.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[2little2late's solution](#)

152.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[2little2late's solution](#)

153.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[2little2late's solution](#)

154.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[2little2late's solution](#)

155.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[2little2late's solution](#)

156.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[2little2late's solution](#)

157.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[2little2late's solution](#)

158.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[2little2late's solution](#)

159.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[2little2late's solution](#)

160.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[2little2late's solution](#)

161.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2little2late's solution](#)

162.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,310 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[2little2late's solution](#)

163.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[2little2late's solution](#)

164.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[2little2late's solution](#)

165.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[2little2late's solution](#)

166.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[2little2late's solution](#)

167.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[2little2late's solution](#)

168.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[2little2late's solution](#)

169.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[2little2late's solution](#)

170.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[2little2late's solution](#)

171.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[2little2late's solution](#)

172.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[2little2late's solution](#)

173.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[2little2late's solution](#)

174.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[2little2late's solution](#)

175.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[2little2late's solution](#)

176.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[2little2late's solution](#)

177.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[2little2late's solution](#)

178.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[2little2late's solution](#)

179.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[2little2late's solution](#)

180.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[2little2late's solution](#)

181.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[2little2late's solution](#)

182.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[2little2late's solution](#)

183.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[2little2late's solution](#)

184.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[2little2late's solution](#)

185.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[2little2late's solution](#)

186.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[2little2late's solution](#)

187.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[2little2late's solution](#)

188.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings

[2little2late's solution](#)

189.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[2little2late's solution](#)

190.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[2little2late's solution](#)

191.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[2little2late's solution](#)

192.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[2little2late's solution](#)

193.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[2little2late's solution](#)

194.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[2little2late's solution](#)

195.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[2little2late's solution](#)

196.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[2little2late's solution](#)

197.

1957C

[How Does the Rook Move? · Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

198.

1840E

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Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

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199.

1537E1

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Quality: 16,317 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[2little2late's solution](#)

200.

1722E

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Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[2little2late's solution](#)

201.

1702E

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Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[2little2late's solution](#)

202.

1071A

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Rating: 1600 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[2little2late's solution](#)

203.

1687A

[The Enchanted Forest · Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[2little2late's solution](#)

204.

1680C

[Binary String · Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[2little2late's solution](#)

205.

1678C

[Tokitsukaze and Strange Inequality · Tutorial](#)

Rating: 1600 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[2little2late's solution](#)

206.

1665C

[Tree Infection · Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[2little2late's solution](#)

207.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[2little2late's solution](#)

208.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[2little2late's solution](#)

209.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[2little2late's solution](#)

210.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[2little2late's solution](#)

211.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[2little2late's solution](#)

212.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[2little2late's solution](#)

213.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[2little2late's solution](#)

214.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[2little2late's solution](#)

215.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[2little2late's solution](#)

216.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[2little2late's solution](#)

217.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[2little2late's solution](#)

218.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[2little2late's solution](#)

219.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[2little2late's solution](#)

220.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[2little2late's solution](#)

221.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[2little2late's solution](#)

222.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[2little2late's solution](#)

223.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[2little2late's solution](#)

224.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[2little2late's solution](#)

225.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[2little2late's solution](#)

226.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[2little2late's solution](#)

227.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[2little2late's solution](#)

228.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[2little2late's solution](#)

229.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[2little2late's solution](#)

230.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[2little2late's solution](#)

231.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[2little2late's solution](#)

232.

1678D

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

Rating: 1700 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[2little2late's solution](#)

233.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[2little2late's solution](#)

234.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[2little2late's solution](#)

235.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[2little2late's solution](#)

236.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

237.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[2little2late's solution](#)

238.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[2little2late's solution](#)

239.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[2little2late's solution](#)

240.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[2little2late's solution](#)

241.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[2little2late's solution](#)

242.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[2little2late's solution](#)

243.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[2little2late's solution](#)

244.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[2little2late's solution](#)

245.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[2little2late's solution](#)

246.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[2little2late's solution](#)

247.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[2little2late's solution](#)

248.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[2little2late's solution](#)

249.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[2little2late's solution](#)

250.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[2little2late's solution](#)

251.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[2little2late's solution](#)

252.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[2little2late's solution](#)

253.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[2little2late's solution](#)

254.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[2little2late's solution](#)

255.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[2little2late's solution](#)

256.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[2little2late's solution](#)

257.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[2little2late's solution](#)

258.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[2little2late's solution](#)

259.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[2little2late's solution](#)

260.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[2little2late's solution](#)

261.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[2little2late's solution](#)

262.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[2little2late's solution](#)

263.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[2little2late's solution](#)

264.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[2little2late's solution](#)

265.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[2little2late's solution](#)

266.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[2little2late's solution](#)

267.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[2little2late's solution](#)

268.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[2little2late's solution](#)

269.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[2little2late's solution](#)

270.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[2little2late's solution](#)

271.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[2little2late's solution](#)

272.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[2little2late's solution](#)

273.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[2little2late's solution](#)

274.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[2little2late's solution](#)

275.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[2little2late's solution](#)

276.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[2little2late's solution](#)

277.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[2little2late's solution](#)

278.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[2little2late's solution](#)

279.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[2little2late's solution](#)

280.

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[2little2late's solution](#)

281.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[2little2late's solution](#)

282.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[2little2late's solution](#)

283.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[2little2late's solution](#)

284.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[2little2late's solution](#)

285.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[2little2late's solution](#)

286.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[2little2late's solution](#)

287.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[2little2late's solution](#)

288.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[2little2late's solution](#)

289.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[2little2late's solution](#)

290.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[2little2late's solution](#)

291.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[2little2late's solution](#)

292.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[2little2late's solution](#)

293.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[2little2late's solution](#)

294.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: games

[2little2late's solution](#)

295.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[2little2late's solution](#)

296.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[2little2late's solution](#)

297.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[2little2late's solution](#)

298.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[2little2late's solution](#)

299.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[2little2late's solution](#)

300.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[2little2late's solution](#)

301.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[2little2late's solution](#)

302.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[2little2late's solution](#)

303.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[2little2late's solution](#)

304.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[2little2late's solution](#)

305.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[2little2late's solution](#)

306.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[2little2late's solution](#)

307.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[2little2late's solution](#)

308.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[2little2late's solution](#)

309.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[2little2late's solution](#)

310.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[2little2late's solution](#)

311.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[2little2late's solution](#)

312.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[2little2late's solution](#)

313.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[2little2late's solution](#)

314.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[2little2late's solution](#)

315.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[2little2late's solution](#)

316.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[2little2late's solution](#)

317.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[2little2late's solution](#)

318.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[2little2late's solution](#)

319.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[2little2late's solution](#)

320.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[2little2late's solution](#)

321.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[2little2late's solution](#)

322.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[2little2late's solution](#)

323.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[2little2late's solution](#)

324.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[2little2late's solution](#)

325.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[2little2late's solution](#)

326.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[2little2late's solution](#)

327.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[2little2late's solution](#)

328.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[2little2late's solution](#)

329.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[2little2late's solution](#)

330.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[2little2late's solution](#)

331.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2little2late's solution](#)

332.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[2little2late's solution](#)

333.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[2little2late's solution](#)

334.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[2little2late's solution](#)

335.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, greedy, trees

[2little2late's solution](#)

336.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[2little2late's solution](#)

337.

2014H

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

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[2little2late's solution](#)

338.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[2little2late's solution](#)

339.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[2little2late's solution](#)

340.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[2little2late's solution](#)

341.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[2little2late's solution](#)

342.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, strings

[2little2late's solution](#)

343.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[2little2late's solution](#)

344.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[2little2late's solution](#)

345.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2little2late's solution](#)

346.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[2little2late's solution](#)

347.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[2little2late's solution](#)

348.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[2little2late's solution](#)

349.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[2little2late's solution](#)

350.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[2little2late's solution](#)

351.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[2little2late's solution](#)

352.

1679D

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

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[2little2late's solution](#)

353.

1678E

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

Rating: 1900 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[2little2late's solution](#)

354.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2little2late's solution](#)

355.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number

theory

[2little2late's solution](#)

356.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[2little2late's solution](#)

357.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[2little2late's solution](#)

358.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[2little2late's solution](#)

359.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[2little2late's solution](#)

360.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[2little2late's solution](#)

361.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[2little2late's solution](#)

362.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[2little2late's solution](#)

363.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[2little2late's solution](#)

364.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[2little2late's solution](#)

365.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[2little2late's solution](#)

366.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

367.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[2little2late's solution](#)

368.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[2little2late's solution](#)

369.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[2little2late's solution](#)

370.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,741 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[2little2late's solution](#)

371.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[2little2late's solution](#)

372.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[2little2late's solution](#)

373.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[2little2late's solution](#)

374.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[2little2late's solution](#)

375.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[2little2late's solution](#)

376.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[2little2late's solution](#)

377.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[2little2late's solution](#)

378.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[2little2late's solution](#)

379.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[2little2late's solution](#)

380.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[2little2late's solution](#)

381.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[2little2late's solution](#)

382.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[2little2late's solution](#)

383.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[2little2late's solution](#)

384.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[2little2late's solution](#)

385.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[2little2late's solution](#)

386.

1804D

[Accommodation · Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[2little2late's solution](#)

387.

1841D

[Pairs of Segments · Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

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388.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[2little2late's solution](#)

389.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[2little2late's solution](#)

390.

1827B1

[Range Sorting \(Easy Version\) · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[2little2late's solution](#)

391.

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

392.

1763C

[Another Array Problem · Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[2little2late's solution](#)

393.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[2little2late's solution](#)

394.

1744F

[MEX vs MED · Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[2little2late's solution](#)

395.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[2little2late's solution](#)

396.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[2little2late's solution](#)

397.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[2little2late's solution](#)

398.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[2little2late's solution](#)

399.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: games

[2little2late's solution](#)

400.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[2little2late's solution](#)

401.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[2little2late's solution](#)

402.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[2little2late's solution](#)

403.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[2little2late's solution](#)

404.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[2little2late's solution](#)

405.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[2little2late's solution](#)

406.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[2little2late's solution](#)

407.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp

[2little2late's solution](#)

408.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[2little2late's solution](#)

409.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[2little2late's solution](#)

410.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[2little2late's solution](#)

411.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[2little2late's solution](#)

412.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[2little2late's solution](#)

413.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[2little2late's solution](#)

414.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[2little2late's solution](#)

415.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[2little2late's solution](#)

416.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[2little2late's solution](#)

417.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[2little2late's solution](#)

418.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[2little2late's solution](#)

419.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[2little2late's solution](#)

420.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[2little2late's solution](#)

421.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[2little2late's solution](#)

422.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[2little2late's solution](#)

423.

1624F

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

Quality: 3,803 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[2little2late's solution](#)

424.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[2little2late's solution](#)

425.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[2little2late's solution](#)

426.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[2little2late's solution](#)

427.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[2little2late's solution](#)

428.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[2little2late's solution](#)

429.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[2little2late's solution](#)

430.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[2little2late's solution](#)

431.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[2little2late's solution](#)

432.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2little2late's solution](#)

433.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[2little2late's solution](#)

434.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[2little2late's solution](#)

435.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[2little2late's solution](#)

436.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[2little2late's solution](#)

437.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[2little2late's solution](#)

438.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[2little2late's solution](#)

439.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[2little2late's solution](#)

440.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[2little2late's solution](#)

441.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[2little2late's solution](#)

442.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[2little2late's solution](#)

443.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[2little2late's solution](#)

444.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[2little2late's solution](#)

445.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[2little2late's solution](#)

446.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[2little2late's solution](#)

447.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[2little2late's solution](#)

448.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[2little2late's solution](#)

449.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[2little2late's solution](#)

450.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[2little2late's solution](#)

451.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[2little2late's solution](#)

452.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[2little2late's solution](#)

453.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[2little2late's solution](#)

454.

1934D1

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

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[2little2late's solution](#)

455.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[2little2late's solution](#)

456.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[2little2late's solution](#)

457.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[2little2late's solution](#)

458.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[2little2late's solution](#)

459.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[2little2late's solution](#)

460.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[2little2late's solution](#)

461.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[2little2late's solution](#)

462.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[2little2late's solution](#)

463.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[2little2late's solution](#)

464.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[2little2late's solution](#)

465.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[2little2late's solution](#)

466.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[2little2late's solution](#)

467.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[2little2late's solution](#)

468.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[2little2late's solution](#)

469.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[2little2late's solution](#)

470.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[2little2late's solution](#)

471.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[2little2late's solution](#)

472.

1808D

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

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[2little2late's solution](#)

473.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[2little2late's solution](#)

474.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[2little2late's solution](#)

475.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[2little2late's solution](#)

476.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[2little2late's solution](#)

477.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[2little2late's solution](#)

478.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[2little2late's solution](#)

479.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[2little2late's solution](#)

480.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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481.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[2little2late's solution](#)

482.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

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483.

1710B

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Quality: 2,794 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[2little2late's solution](#)

484.

1725F

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Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

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485.

1108E2

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Quality: 2,523 global accepts · Rating: 2100 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[2little2late's solution](#)

486.

431D

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Quality: 2,873 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

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487.

1393D

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Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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488.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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489.

1671E

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[2little2late's solution](#)

490.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[2little2late's solution](#)

491.

1660F2

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Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[2little2late's solution](#)

492.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[2little2late's solution](#)

493.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths

[2little2late's solution](#)

494.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

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495.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[2little2late's solution](#)

496.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[2little2late's solution](#)

497.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[2little2late's solution](#)

498.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[2little2late's solution](#)

499.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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500.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[2little2late's solution](#)

501.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[2little2late's solution](#)

502.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[2little2late's solution](#)

503.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics,

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

[2little2late's solution](#)

504.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2little2late's solution](#)

505.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[2little2late's solution](#)

506.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[2little2late's solution](#)

507.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[2little2late's solution](#)

508.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[2little2late's solution](#)

509.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[2little2late's solution](#)

510.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[2little2late's solution](#)

511.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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512.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[2little2late's solution](#)

513.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two

pointers

[2little2late's solution](#)

514.

1044C

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Quality: 1,409 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[2little2late's solution](#)

515.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[2little2late's solution](#)

516.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[2little2late's solution](#)

517.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[2little2late's solution](#)

518.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[2little2late's solution](#)

519.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[2little2late's solution](#)

520.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[2little2late's solution](#)

521.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[2little2late's solution](#)

522.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[2little2late's solution](#)

523.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[2little2late's solution](#)

524.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[2little2late's solution](#)

525.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[2little2late's solution](#)

526.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[2little2late's solution](#)

527.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[2little2late's solution](#)

528.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

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529.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[2little2late's solution](#)

530.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[2little2late's solution](#)

531.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[2little2late's solution](#)

532.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

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533.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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534.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

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535.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[2little2late's solution](#)

536.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[2little2late's solution](#)

537.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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538.

2065H

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

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[2little2late's solution](#)

539.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[2little2late's solution](#)

540.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[2little2late's solution](#)

541.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

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542.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[2little2late's solution](#)

543.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

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544.

1907G

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Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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545.

301D

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Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[2little2late's solution](#)

546.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

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547.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[2little2late's solution](#)

548.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[2little2late's solution](#)

549.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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550.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[2little2late's solution](#)

551.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

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552.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[2little2late's solution](#)

553.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[2little2late's solution](#)

554.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory

[2little2late's solution](#)

555.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[2little2late's solution](#)

556.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[2little2late's solution](#)

557.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[2little2late's solution](#)

558.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[2little2late's solution](#)

559.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[2little2late's solution](#)

560.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[2little2late's solution](#)

561.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[2little2late's solution](#)

562.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[2little2late's solution](#)

563.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2little2late's solution](#)

564.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[2little2late's solution](#)

565.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs

[2little2late's solution](#)

566.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[2little2late's solution](#)

567.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[2little2late's solution](#)

568.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[2little2late's solution](#)

569.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[2little2late's solution](#)

570.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[2little2late's solution](#)

571.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[2little2late's solution](#)

572.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[2little2late's solution](#)

573.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[2little2late's solution](#)

574.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[2little2late's solution](#)

575.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[2little2late's solution](#)

576.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[2little2late's solution](#)

577.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[2little2late's solution](#)

578.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[2little2late's solution](#)

579.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[2little2late's solution](#)

580.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[2little2late's solution](#)

581.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[2little2late's solution](#)

582.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[2little2late's solution](#)

583.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[2little2late's solution](#)

584.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[2little2late's solution](#)

585.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2little2late's solution](#)

586.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[2little2late's solution](#)

587.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[2little2late's solution](#)

588.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[2little2late's solution](#)

589.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[2little2late's solution](#)

590.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[2little2late's solution](#)

591.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[2little2late's solution](#)

592.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[2little2late's solution](#)

593.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[2little2late's solution](#)

594.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[2little2late's solution](#)

595.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[2little2late's solution](#)

596.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[2little2late's solution](#)

597.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[2little2late's solution](#)

598.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[2little2late's solution](#)

599.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[2little2late's solution](#)

600.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[2little2late's solution](#)

601.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

602.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[2little2late's solution](#)

603.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[2little2late's solution](#)

604.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[2little2late's solution](#)

605.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[2little2late's solution](#)

606.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[2little2late's solution](#)

607.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[2little2late's solution](#)

608.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[2little2late's solution](#)

609.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[2little2late's solution](#)

610.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[2little2late's solution](#)

611.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[2little2late's solution](#)

612.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[2little2late's solution](#)

613.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[2little2late's solution](#)

614.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[2little2late's solution](#)

615.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[2little2late's solution](#)

616.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[2little2late's solution](#)

617.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[2little2late's solution](#)

618.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[2little2late's solution](#)

619.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[2little2late's solution](#)

620.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[2little2late's solution](#)

621.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[2little2late's solution](#)

622.

1706E

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

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[2little2late's solution](#)

623.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[2little2late's solution](#)

624.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[2little2late's solution](#)

625.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[2little2late's solution](#)

626.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[2little2late's solution](#)

627.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[2little2late's solution](#)

628.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[2little2late's solution](#)

629.

1610E

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

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[2little2late's solution](#)

630.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[2little2late's solution](#)

631.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[2little2late's solution](#)

632.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[2little2late's solution](#)

633.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[2little2late's solution](#)

634.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[2little2late's solution](#)

635.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[2little2late's solution](#)

636.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[2little2late's solution](#)

637.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[2little2late's solution](#)

638.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[2little2late's solution](#)

639.

1698E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[2little2late's solution](#)

640.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[2little2late's solution](#)

641.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[2little2late's solution](#)

642.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[2little2late's solution](#)

643.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[2little2late's solution](#)

644.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[2little2late's solution](#)

645.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[2little2late's solution](#)

646.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[2little2late's solution](#)

647.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[2little2late's solution](#)

648.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[2little2late's solution](#)

649.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[2little2late's solution](#)

650.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[2little2late's solution](#)

651.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[2little2late's solution](#)

652.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[2little2late's solution](#)

653.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[2little2late's solution](#)

654.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[2little2late's solution](#)

655.

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[2little2late's solution](#)

656.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[2little2late's solution](#)

657.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[2little2late's solution](#)

658.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2little2late's solution](#)

659.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[2little2late's solution](#)

660.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[2little2late's solution](#)

661.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[2little2late's solution](#)

662.

1832D2

[Red-Blue Operations \(Hard Version\) · Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[2little2late's solution](#)

663.

1715E

[Long Way Home · Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[2little2late's solution](#)

664.

1713E

[Cross Swapping · Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[2little2late's solution](#)

665.

1718C

[Tonya and Burenka-179 · Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[2little2late's solution](#)

666.

1606D

[Red-Blue Matrix · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[2little2late's solution](#)

667.

1605E

[Array Equalizer · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[2little2late's solution](#)

668.

1609E

[William The Oblivious · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[2little2late's solution](#)

669.

1608D

[Dominoes · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[2little2late's solution](#)

670.

1638E

[Colorful Operations · Tutorial](#)

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[2little2late's solution](#)

671.

1615E

[Purple Crayon · Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

games, graphs, greedy, math, sortings, trees

[2little2late's solution](#)

672.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[2little2late's solution](#)

673.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[2little2late's solution](#)

674.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[2little2late's solution](#)

675.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[2little2late's solution](#)

676.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[2little2late's solution](#)

677.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[2little2late's solution](#)

678.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[2little2late's solution](#)

679.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[2little2late's solution](#)

680.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[2little2late's solution](#)

681.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[2little2late's solution](#)

682.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[2little2late's solution](#)

683.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[2little2late's solution](#)

684.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[2little2late's solution](#)

685.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[2little2late's solution](#)

686.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[2little2late's solution](#)

687.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[2little2late's solution](#)

688.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[2little2late's solution](#)

689.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-10-31 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[2little2late's solution](#)

690.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[2little2late's solution](#)

691.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[2little2late's solution](#)

692.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[2little2late's solution](#)

693.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[2little2late's solution](#)

694.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, sortings

[2little2late's solution](#)

695.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[2little2late's solution](#)

696.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[2little2late's solution](#)

697.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[2little2late's solution](#)

698.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[2little2late's solution](#)

699.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[2little2late's solution](#)

700.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[2little2late's solution](#)

701.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[2little2late's solution](#)

702.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[2little2late's solution](#)

703.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[2little2late's solution](#)

704.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[2little2late's solution](#)

705.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[2little2late's solution](#)

706.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[2little2late's solution](#)

707.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[2little2late's solution](#)

708.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[2little2late's solution](#)

709.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[2little2late's solution](#)

710.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[2little2late's solution](#)

711.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[2little2late's solution](#)

712.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[2little2late's solution](#)

713.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[2little2late's solution](#)

714.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[2little2late's solution](#)

715.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[2little2late's solution](#)

716.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[2little2late's solution](#)

717.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[2little2late's solution](#)

718.

1678F

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

Rating: 2500 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[2little2late's solution](#)

719.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[2little2late's solution](#)

720.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[2little2late's solution](#)

721.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[2little2late's solution](#)

722.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[2little2late's solution](#)

723.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[2little2late's solution](#)

724.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[2little2late's solution](#)

725.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[2little2late's solution](#)

726.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[2little2late's solution](#)

727.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[2little2late's solution](#)

728.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[2little2late's solution](#)

729.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[2little2late's solution](#)

730.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[2little2late's solution](#)

731.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[2little2late's solution](#)

732.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[2little2late's solution](#)

733.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[2little2late's solution](#)

734.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[2little2late's solution](#)

735.

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[2little2late's solution](#)

736.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[2little2late's solution](#)

737.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[2little2late's solution](#)

738.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[2little2late's solution](#)