

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

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# Unique solved — 464zzyx

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

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

Filters: none

Count: 446

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[464zzyx's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[464zzyx's solution](#)

3.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[464zzyx's solution](#)

4.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[464zzyx's solution](#)

5.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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6.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[464zzyx's solution](#)

7.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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8.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

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9.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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## 10.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[464zzyx's solution](#)

## 11.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[464zzyx's solution](#)

## 12.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[464zzyx's solution](#)

## 13.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[464zzyx's solution](#)

## 14.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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## 15.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[464zzyx's solution](#)

## 16.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[464zzyx's solution](#)

## 17.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[464zzyx's solution](#)

## 18.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[464zzyx's solution](#)

## 19.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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**20.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation  
[464zzyx's solution](#)

**21.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
[464zzyx's solution](#)

**22.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation  
[464zzyx's solution](#)

**23.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**24.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[464zzyx's solution](#)

**25.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[464zzyx's solution](#)

**26.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[464zzyx's solution](#)

**27.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[464zzyx's solution](#)

**28.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[464zzyx's solution](#)

**29.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[464zzyx's solution](#)

**30.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[464zzyx's solution](#)

**31.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[464zzyx's solution](#)

**32.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[464zzyx's solution](#)

**33.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,572 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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**34.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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**35.**

1957B

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

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[464zzyx's solution](#)

**36.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[464zzyx's solution](#)

**37.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[464zzyx's solution](#)

**38.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[464zzyx's solution](#)

**39.**

1917B

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

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

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**40.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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41.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,624 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[464zzyx's solution](#)

42.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[464zzyx's solution](#)

43.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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44.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[464zzyx's solution](#)

45.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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46.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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47.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[464zzyx's solution](#)

48.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

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49.

2124C

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

Quality: 14,596 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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50.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**51.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

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**52.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

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**53.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, schedules, two pointers

[464zzyx's solution](#)

**54.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[464zzyx's solution](#)

**55.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**56.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**57.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[464zzyx's solution](#)

**58.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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**59.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

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**60.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,530 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[464zzyx's solution](#)

**61.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[464zzyx's solution](#)

**62.**

450B

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

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[464zzyx's solution](#)

**63.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[464zzyx's solution](#)

**64.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[464zzyx's solution](#)

**65.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[464zzyx's solution](#)

**66.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[464zzyx's solution](#)

**67.**

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[464zzyx's solution](#)

**68.**

1967A

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

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

[464zzyx's solution](#)

**69.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[464zzyx's solution](#)

**70.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[464zzyx's solution](#)

**71.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,583 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[464zzyx's solution](#)

**72.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

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**73.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[464zzyx's solution](#)

**74.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

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**75.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[464zzyx's solution](#)

**76.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[464zzyx's solution](#)

**77.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[464zzyx's solution](#)

**78.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[464zzyx's solution](#)

**79.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[464zzyx's solution](#)

**80.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[464zzyx's solution](#)

**81.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[464zzyx's solution](#)

**82.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[464zzyx's solution](#)

**83.**

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[464zzyx's solution](#)

**84.**

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[464zzyx's solution](#)

**85.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[464zzyx's solution](#)

**86.**

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[464zzyx's solution](#)

**87.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[464zzyx's solution](#)

**88.**

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[464zzyx's solution](#)

**89.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**90.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2023-03-16 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**91.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**92.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**93.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**94.**

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**95.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**96.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[464zzyx's solution](#)

**97.**

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[464zzyx's solution](#)

**98.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[464zzyx's solution](#)

**99.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[464zzyx's solution](#)

**100.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[464zzyx's solution](#)

**101.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[464zzyx's solution](#)

**102.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[464zzyx's solution](#)

**103.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[464zzyx's solution](#)

**104.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[464zzyx's solution](#)

**105.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[464zzyx's solution](#)

**106.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[464zzyx's solution](#)

**107.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[464zzyx's solution](#)

**108.**

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[464zzyx's solution](#)

**109.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[464zzyx's solution](#)

**110.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**111.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[464zzyx's solution](#)

**112.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[464zzyx's solution](#)

**113.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[464zzyx's solution](#)

**114.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[464zzyx's solution](#)

**115.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**116.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[464zzyx's solution](#)

**117.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[464zzyx's solution](#)

**118.**

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[464zzyx's solution](#)

**119.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[464zzyx's solution](#)

**120.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2024-08-01 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[464zzyx's solution](#)

**121.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**122.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[464zzyx's solution](#)

**123.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[464zzyx's solution](#)

**124.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[464zzyx's solution](#)

**125.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[464zzyx's solution](#)

**126.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[464zzyx's solution](#)

**127.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[464zzyx's solution](#)

**128.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[464zzyx's solution](#)

**129.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[464zzyx's solution](#)

**130.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[464zzyx's solution](#)

**131.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2023-03-12 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**132.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2023-10-06 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[464zzyx's solution](#)

**133.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[464zzyx's solution](#)

**134.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities  
[464zzyx's solution](#)

**135.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths  
[464zzyx's solution](#)

**136.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[464zzyx's solution](#)

**137.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[464zzyx's solution](#)

**138.**

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[464zzyx's solution](#)

**139.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory  
[464zzyx's solution](#)

**140.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[464zzyx's solution](#)

**141.**

2094H

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

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory  
[464zzyx's solution](#)

**142.**

2066B

[White Magic](#) · [Tutorial](#)

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

[464zzyx's solution](#)

**143.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[464zzyx's solution](#)

**144.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[464zzyx's solution](#)

**145.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[464zzyx's solution](#)

**146.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2023-10-06 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**147.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[464zzyx's solution](#)

**148.**

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

[464zzyx's solution](#)

**149.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[464zzyx's solution](#)

**150.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[464zzyx's solution](#)

**151.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**152.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[464zzyx's solution](#)

**153.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[464zzyx's solution](#)

**154.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[464zzyx's solution](#)

**155.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[464zzyx's solution](#)

**156.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[464zzyx's solution](#)

**157.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 1900 · first AC: 2023-09-23 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[464zzyx's solution](#)

**158.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**159.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[464zzyx's solution](#)

**160.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**161.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[464zzyx's solution](#)

**162.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[464zzyx's solution](#)

**163.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[464zzyx's solution](#)

**164.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[464zzyx's solution](#)

**165.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy  
[464zzyx's solution](#)

**166.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[464zzyx's solution](#)

**167.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy  
[464zzyx's solution](#)

**168.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[464zzyx's solution](#)

**169.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy  
[464zzyx's solution](#)

**170.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory  
[464zzyx's solution](#)

**171.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation  
[464zzyx's solution](#)

**172.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**173.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[464zzyx's solution](#)

**174.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[464zzyx's solution](#)

**175.**

1956D

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

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

[464zzyx's solution](#)

**176.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[464zzyx's solution](#)

**177.**

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[464zzyx's solution](#)

**178.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[464zzyx's solution](#)

**179.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[464zzyx's solution](#)

**180.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[464zzyx's solution](#)

**181.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2022-06-03 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[464zzyx's solution](#)

**182.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[464zzyx's solution](#)

**183.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[464zzyx's solution](#)

**184.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[464zzyx's solution](#)

**185.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices  
[464zzyx's solution](#)

**186.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[464zzyx's solution](#)

**187.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[464zzyx's solution](#)

**188.**

1674G

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs  
[464zzyx's solution](#)

**189.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[464zzyx's solution](#)

**190.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[464zzyx's solution](#)

**191.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory  
[464zzyx's solution](#)

**192.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[464zzyx's solution](#)

**193.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[464zzyx's solution](#)

**194.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[464zzyx's solution](#)

**195.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[464zzyx's solution](#)

**196.**

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[464zzyx's solution](#)

**197.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[464zzyx's solution](#)

**198.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[464zzyx's solution](#)

**199.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[464zzyx's solution](#)

**200.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[464zzyx's solution](#)

**201.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[464zzyx's solution](#)

**202.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[464zzyx's solution](#)

**203.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2023-10-03 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[464zzyx's solution](#)

**204.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**205.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**206.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[464zzyx's solution](#)

**207.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[464zzyx's solution](#)

**208.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[464zzyx's solution](#)

**209.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[464zzyx's solution](#)

**210.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[464zzyx's solution](#)

**211.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[464zzyx's solution](#)

**212.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math

[464zzyx's solution](#)

**213.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[464zzyx's solution](#)

**214.**

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, geometry

[464zzyx's solution](#)

**215.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[464zzyx's solution](#)

**216.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[464zzyx's solution](#)

**217.**

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2024-06-01 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**218.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[464zzyx's solution](#)

**219.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[464zzyx's solution](#)

**220.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[464zzyx's solution](#)

**221.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[464zzyx's solution](#)

**222.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[464zzyx's solution](#)

**223.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[464zzyx's solution](#)

**224.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory  
[464zzyx's solution](#)

**225.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[464zzyx's solution](#)

**226.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[464zzyx's solution](#)

**227.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[464zzyx's solution](#)

**228.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[464zzyx's solution](#)

**229.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[464zzyx's solution](#)

**230.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[464zzyx's solution](#)

**231.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[464zzyx's solution](#)

**232.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**233.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[464zzyx's solution](#)

**234.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[464zzyx's solution](#)

**235.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[464zzyx's solution](#)

**236.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[464zzyx's solution](#)

**237.**

2124F1

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

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[464zzyx's solution](#)

**238.**

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[464zzyx's solution](#)

**239.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**240.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[464zzyx's solution](#)

**241.**

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[464zzyx's solution](#)

**242.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[464zzyx's solution](#)

**243.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[464zzyx's solution](#)

**244.**

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[464zzyx's solution](#)

**245.**

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, implementation

[464zzyx's solution](#)

**246.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[464zzyx's solution](#)

**247.**

180B

[Divisibility Rules](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[464zzyx's solution](#)

**248.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**249.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[464zzyx's solution](#)

**250.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[464zzyx's solution](#)

**251.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[464zzyx's solution](#)

**252.**

1914G2

[Light Bulbs \(Hard Version\) · Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[464zzyx's solution](#)

**253.**

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[464zzyx's solution](#)

**254.**

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[464zzyx's solution](#)

**255.**

1965C

[Folding Strip · Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[464zzyx's solution](#)

**256.**

1943C

[Tree Compass · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[464zzyx's solution](#)

**257.**

1182E

[Product Oriented Recurrence · Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[464zzyx's solution](#)

**258.**

1476E

[Pattern Matching · Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[464zzyx's solution](#)

**259.**

808G

[Anthem of Berland · Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[464zzyx's solution](#)

**260.**

985F

[Isomorphic Strings · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[464zzyx's solution](#)

**261.**

1607F

[Robot on the Board 2 · Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[464zzyx's solution](#)

**262.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**263.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[464zzyx's solution](#)

**264.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[464zzyx's solution](#)

**265.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[464zzyx's solution](#)

**266.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[464zzyx's solution](#)

**267.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[464zzyx's solution](#)

**268.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[464zzyx's solution](#)

**269.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[464zzyx's solution](#)

**270.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[464zzyx's solution](#)

**271.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[464zzyx's solution](#)

**272.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[464zzyx's solution](#)

**273.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[464zzyx's solution](#)

**274.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[464zzyx's solution](#)

**275.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[464zzyx's solution](#)

**276.**

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[464zzyx's solution](#)

**277.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[464zzyx's solution](#)

**278.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[464zzyx's solution](#)

**279.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[464zzyx's solution](#)

**280.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[464zzyx's solution](#)

**281.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[464zzyx's solution](#)

**282.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[464zzyx's solution](#)

**283.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,213 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[464zzyx's solution](#)

**284.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[464zzyx's solution](#)

**285.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, sortings

[464zzyx's solution](#)

**286.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[464zzyx's solution](#)

**287.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[464zzyx's solution](#)

**288.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[464zzyx's solution](#)

**289.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[464zzyx's solution](#)

**290.**

1866M

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

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[464zzyx's solution](#)

**291.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[464zzyx's solution](#)

**292.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[464zzyx's solution](#)

**293.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[464zzyx's solution](#)

**294.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, two pointers

[464zzyx's solution](#)

**295.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[464zzyx's solution](#)

**296.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[464zzyx's solution](#)

**297.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[464zzyx's solution](#)

**298.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[464zzyx's solution](#)

**299.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[464zzyx's solution](#)

**300.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[464zzyx's solution](#)

**301.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[464zzyx's solution](#)

**302.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities  
[464zzyx's solution](#)

**303.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[464zzyx's solution](#)

**304.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[464zzyx's solution](#)

**305.**

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation  
[464zzyx's solution](#)

**306.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[464zzyx's solution](#)

**307.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[464zzyx's solution](#)

**308.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[464zzyx's solution](#)

**309.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[464zzyx's solution](#)

**310.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[464zzyx's solution](#)

**311.**

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[464zzyx's solution](#)

**312.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[464zzyx's solution](#)

**313.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[464zzyx's solution](#)

**314.**

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[464zzyx's solution](#)

**315.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[464zzyx's solution](#)

**316.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**317.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[464zzyx's solution](#)

**318.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[464zzyx's solution](#)

**319.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[464zzyx's solution](#)

**320.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[464zzyx's solution](#)

**321.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[464zzyx's solution](#)

**322.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2023-11-14 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[464zzyx's solution](#)

**323.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-10-06 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[464zzyx's solution](#)

**324.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[464zzyx's solution](#)

**325.**

2159D1

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers  
[464zzyx's solution](#)

**326.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[464zzyx's solution](#)

**327.**

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees  
[464zzyx's solution](#)

**328.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[464zzyx's solution](#)

**329.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities  
[464zzyx's solution](#)

**330.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[464zzyx's solution](#)

**331.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs  
[464zzyx's solution](#)

**332.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings

[464zzyx's solution](#)

**333.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[464zzyx's solution](#)

**334.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-10-12 · last AC: 2024-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[464zzyx's solution](#)

**335.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[464zzyx's solution](#)

**336.**

835F

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

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[464zzyx's solution](#)

**337.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[464zzyx's solution](#)

**338.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[464zzyx's solution](#)

**339.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[464zzyx's solution](#)

**340.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[464zzyx's solution](#)

**341.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, greedy, trees

[464zzyx's solution](#)

**342.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**343.**

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[464zzyx's solution](#)

**344.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[464zzyx's solution](#)

**345.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[464zzyx's solution](#)

**346.**

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[464zzyx's solution](#)

**347.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[464zzyx's solution](#)

**348.**

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[464zzyx's solution](#)

**349.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[464zzyx's solution](#)

**350.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[464zzyx's solution](#)

**351.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[464zzyx's solution](#)

**352.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[464zzyx's solution](#)

**353.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[464zzyx's solution](#)

**354.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[464zzyx's solution](#)

**355.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, trees

[464zzyx's solution](#)

**356.**

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[464zzyx's solution](#)

**357.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[464zzyx's solution](#)

**358.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**359.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[464zzyx's solution](#)

**360.**

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[464zzyx's solution](#)

**361.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[464zzyx's solution](#)

**362.**

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math,

probabilities

[464zzyx's solution](#)

**363.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[464zzyx's solution](#)

**364.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[464zzyx's solution](#)

**365.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[464zzyx's solution](#)

**366.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[464zzyx's solution](#)

**367.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[464zzyx's solution](#)

**368.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[464zzyx's solution](#)

**369.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[464zzyx's solution](#)

**370.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[464zzyx's solution](#)

**371.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[464zzyx's solution](#)

**372.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[464zzyx's solution](#)

### 373.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[464zzyx's solution](#)

### 374.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[464zzyx's solution](#)

### 375.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities, trees

[464zzyx's solution](#)

### 376.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[464zzyx's solution](#)

### 377.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[464zzyx's solution](#)

### 378.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[464zzyx's solution](#)

### 379.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[464zzyx's solution](#)

### 380.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[464zzyx's solution](#)

### 381.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[464zzyx's solution](#)

**382.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[464zzyx's solution](#)

**383.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[464zzyx's solution](#)

**384.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[464zzyx's solution](#)

**385.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[464zzyx's solution](#)

**386.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[464zzyx's solution](#)

**387.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[464zzyx's solution](#)

**388.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[464zzyx's solution](#)

**389.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[464zzyx's solution](#)

**390.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[464zzyx's solution](#)

**391.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[464zzyx's solution](#)

**392.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[464zzyx's solution](#)

**393.**

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[464zzyx's solution](#)

**394.**

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[464zzyx's solution](#)

**395.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[464zzyx's solution](#)

**396.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[464zzyx's solution](#)

**397.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[464zzyx's solution](#)

**398.**

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[464zzyx's solution](#)

**399.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[464zzyx's solution](#)

**400.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**401.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-02-17 · last AC: 2024-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[464zzyx's solution](#)

**402.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[464zzyx's solution](#)

**403.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[464zzyx's solution](#)

**404.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[464zzyx's solution](#)

**405.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[464zzyx's solution](#)

**406.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[464zzyx's solution](#)

**407.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[464zzyx's solution](#)

**408.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[464zzyx's solution](#)

**409.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[464zzyx's solution](#)

**410.**

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[464zzyx's solution](#)

**411.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[464zzyx's solution](#)

**412.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[464zzyx's solution](#)

**413.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[464zzyx's solution](#)

**414.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[464zzyx's solution](#)

**415.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[464zzyx's solution](#)

**416.**

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[464zzyx's solution](#)

**417.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices, probabilities

[464zzyx's solution](#)

**418.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[464zzyx's solution](#)

**419.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[464zzyx's solution](#)

**420.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs

[464zzyx's solution](#)

**421.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[464zzyx's solution](#)

**422.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[464zzyx's solution](#)

**423.**

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[464zzyx's solution](#)

**424.**

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[464zzyx's solution](#)

**425.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[464zzyx's solution](#)

**426.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[464zzyx's solution](#)

**427.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[464zzyx's solution](#)

**428.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[464zzyx's solution](#)

**429.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[464zzyx's solution](#)

**430.**

100273I

[I18n](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[464zzyx's solution](#)

**431.**

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[464zzyx's solution](#)

**432.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[464zzyx's solution](#)

**433.**

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[464zzyx's solution](#)

**434.**

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**435.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**436.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[464zzyx's solution](#)

**437.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[464zzyx's solution](#)

**438.**

103389C

~~[Tutorial](#)~~

Rating: — · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**439.**

103389B

~~[Tutorial](#)~~

Rating: — · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**440.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[464zzyx's solution](#)

**441.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)

**442.**

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)

**443.**

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)

**444.**

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)

**445.**

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)

**446.**

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[464zzyx's solution](#)