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Unique solved — 4977

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

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

Filters: none

Count: 1,088

- 1.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,838 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[4977's solution](#)
- 2.**
2112A
[Race](#) · [Tutorial](#)
Quality: 29,268 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[4977's solution](#)
- 3.**
2118A
[Equal Subsequences](#) · [Tutorial](#)
Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[4977's solution](#)
- 4.**
2104A
[Three Decks](#) · [Tutorial](#)
Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[4977's solution](#)
- 5.**
2106A
[Dr. TC](#) · [Tutorial](#)
Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[4977's solution](#)
- 6.**
2086A
[Cloudberry Jam](#) · [Tutorial](#)
Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[4977's solution](#)
- 7.**
2070A
[FizzBuzz Remixed](#) · [Tutorial](#)
Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[4977's solution](#)
- 8.**
2072A
[New World. New Me. New Array](#) · [Tutorial](#)
Quality: 40,660 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[4977's solution](#)
- 9.**
2069A
[Was there an Array?](#) · [Tutorial](#)
Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[4977's solution](#)
- 10.**
2062A
[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
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11.

2061A

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

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12.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[4977's solution](#)

13.

2049A

[MEX Destruction](#) · [Tutorial](#)

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14.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[4977's solution](#)

15.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,273 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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16.

2044A

[Easy Problem](#) · [Tutorial](#)

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17.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[4977's solution](#)

18.

2020A

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Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
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19.

2013A

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20.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

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21.

2003A

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22.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[4977's solution](#)

23.

2001A

[Make All Equal](#) · [Tutorial](#)

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[4977's solution](#)

24.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[4977's solution](#)

25.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[4977's solution](#)

26.

1983A

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

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[4977's solution](#)

27.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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28.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[4977's solution](#)

29.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

30.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

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[4977's solution](#)

31.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[4977's solution](#)

32.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[4977's solution](#)

33.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

34.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[4977's solution](#)

35.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,869 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[4977's solution](#)

36.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[4977's solution](#)

37.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[4977's solution](#)

38.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[4977's solution](#)

39.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[4977's solution](#)

40.

2055B

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Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[4977's solution](#)

41.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[4977's solution](#)

42.

2004B

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Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[4977's solution](#)

43.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[4977's solution](#)

44.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
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45.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[4977's solution](#)

46.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[4977's solution](#)

47.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[4977's solution](#)

48.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[4977's solution](#)

49.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[4977's solution](#)

50.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[4977's solution](#)

51.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation
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- 52.**
2004C
[Splitting Items](#) · [Tutorial](#)
Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[4977's solution](#)
- 53.**
1995B1
[Bouquet \(Easy Version\)](#) · [Tutorial](#)
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[4977's solution](#)
- 54.**
2118B
[Make It Permutation](#) · [Tutorial](#)
Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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- 55.**
2072C
[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)
Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[4977's solution](#)
- 56.**
2069B
[Set of Strangers](#) · [Tutorial](#)
Quality: 18,815 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[4977's solution](#)
- 57.**
2062C
[Cirno and Operations](#) · [Tutorial](#)
Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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- 58.**
2020B
[Brightness Begins](#) · [Tutorial](#)
Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[4977's solution](#)
- 59.**
1185C1
[Exam in BerSU \(easy version\)](#) · [Tutorial](#)
Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[4977's solution](#)
- 60.**
2005B2
[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)
Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
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- 61.**
2003C
[Turtle and Good Pairs](#) · [Tutorial](#)
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- 62.**
1990B
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63.

1983B

[Corner Twist](#) · [Tutorial](#)

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64.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

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[4977's solution](#)

65.

1982C

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Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[4977's solution](#)

66.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[4977's solution](#)

67.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[4977's solution](#)

68.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[4977's solution](#)

69.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[4977's solution](#)

70.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math
[4977's solution](#)

71.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[4977's solution](#)

72.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[4977's solution](#)

73.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[4977's solution](#)

74.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[4977's solution](#)

75.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory
[4977's solution](#)

76.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[4977's solution](#)

77.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[4977's solution](#)

78.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[4977's solution](#)

79.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[4977's solution](#)

80.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[4977's solution](#)

81.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,247 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[4977's solution](#)

82.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[4977's solution](#)

83.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[4977's solution](#)

84.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[4977's solution](#)

85.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[4977's solution](#)

86.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[4977's solution](#)

87.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[4977's solution](#)

88.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[4977's solution](#)

89.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[4977's solution](#)

90.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[4977's solution](#)

91.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[4977's solution](#)

92.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[4977's solution](#)

93.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[4977's solution](#)

94.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[4977's solution](#)

95.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[4977's solution](#)

96.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[4977's solution](#)

97.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[4977's solution](#)

98.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[4977's solution](#)

99.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[4977's solution](#)

100.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[4977's solution](#)

101.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

102.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[4977's solution](#)

103.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[4977's solution](#)

104.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[4977's solution](#)

105.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[4977's solution](#)

106.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[4977's solution](#)

107.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math

[4977's solution](#)

108.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[4977's solution](#)

109.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[4977's solution](#)

110.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[4977's solution](#)

111.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-03 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[4977's solution](#)

112.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[4977's solution](#)

113.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[4977's solution](#)

114.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[4977's solution](#)

115.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[4977's solution](#)

116.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[4977's solution](#)

117.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[4977's solution](#)

118.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[4977's solution](#)

119.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[4977's solution](#)

120.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[4977's solution](#)

121.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[4977's solution](#)

122.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,448 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[4977's solution](#)

123.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[4977's solution](#)

124.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[4977's solution](#)

125.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[4977's solution](#)

126.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[4977's solution](#)

127.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[4977's solution](#)

128.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[4977's solution](#)

129.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[4977's solution](#)

130.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[4977's solution](#)

131.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[4977's solution](#)

132.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[4977's solution](#)

133.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[4977's solution](#)

134.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[4977's solution](#)

135.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[4977's solution](#)

136.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[4977's solution](#)

137.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[4977's solution](#)

138.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[4977's solution](#)

139.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[4977's solution](#)

140.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[4977's solution](#)

141.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy
[4977's solution](#)

142.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Quality: 1700 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[4977's solution](#)

143.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[4977's solution](#)

144.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[4977's solution](#)

145.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[4977's solution](#)

146.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[4977's solution](#)

147.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[4977's solution](#)

148.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[4977's solution](#)

149.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[4977's solution](#)

150.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[4977's solution](#)

151.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[4977's solution](#)

152.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[4977's solution](#)

153.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: games
[4977's solution](#)

154.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[4977's solution](#)

155.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math
[4977's solution](#)

156.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[4977's solution](#)

157.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[4977's solution](#)

158.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[4977's solution](#)

159.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[4977's solution](#)

160.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[4977's solution](#)

161.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[4977's solution](#)

162.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[4977's solution](#)

163.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[4977's solution](#)

164.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[4977's solution](#)

165.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[4977's solution](#)

166.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[4977's solution](#)

167.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[4977's solution](#)

168.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[4977's solution](#)

169.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4977's solution](#)

170.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[4977's solution](#)

171.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[4977's solution](#)

172.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[4977's solution](#)

173.

1005E1

[Median on Segments \(Permutations Edition\) · Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[4977's solution](#)

174.

2005C

[Lazy Narek · Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[4977's solution](#)

175.

2006B

[Iris and the Tree · Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[4977's solution](#)

176.

403B

[Upgrading Array · Tutorial](#)

Rating: 1800 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[4977's solution](#)

177.

986B

[Petr and Permutations · Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[4977's solution](#)

178.

911D

[Inversion Counting · Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[4977's solution](#)

179.

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[4977's solution](#)

180.

1327E

[Count The Blocks · Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[4977's solution](#)

181.

1995C

[Squaring · Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[4977's solution](#)

182.

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[4977's solution](#)

183.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[4977's solution](#)

184.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[4977's solution](#)

185.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

186.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[4977's solution](#)

187.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[4977's solution](#)

188.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[4977's solution](#)

189.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[4977's solution](#)

190.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[4977's solution](#)

191.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[4977's solution](#)

192.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[4977's solution](#)

193.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[4977's solution](#)

194.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[4977's solution](#)

195.

2128E1

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

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[4977's solution](#)

196.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy

[4977's solution](#)

197.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[4977's solution](#)

198.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[4977's solution](#)

199.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[4977's solution](#)

200.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[4977's solution](#)

201.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[4977's solution](#)

202.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[4977's solution](#)

203.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[4977's solution](#)

204.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[4977's solution](#)

205.

2044F

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

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[4977's solution](#)

206.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[4977's solution](#)

207.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math
[4977's solution](#)

208.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[4977's solution](#)

209.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[4977's solution](#)

210.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[4977's solution](#)

211.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[4977's solution](#)

212.

1265D

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

Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[4977's solution](#)

213.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[4977's solution](#)

214.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[4977's solution](#)

215.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[4977's solution](#)

216.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4977's solution](#)

217.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[4977's solution](#)

218.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[4977's solution](#)

219.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[4977's solution](#)

220.

2009G1

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

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[4977's solution](#)

221.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, sortings

[4977's solution](#)

222.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[4977's solution](#)

223.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[4977's solution](#)

224.

1017D

[The Wu · Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[4977's solution](#)

225.

1175D

[Array Splitting · Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[4977's solution](#)

226.

660D

[Number of Parallelograms · Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[4977's solution](#)

227.

982D

[Shark · Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[4977's solution](#)

228.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[4977's solution](#)

229.

342C

[Cupboard and Balloons · Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[4977's solution](#)

230.

803D

[Magazine Ad · Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[4977's solution](#)

231.

803C

[Maximal GCD · Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

232.

1479B1

[Painting the Array I · Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[4977's solution](#)

233.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

234.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[4977's solution](#)

235.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[4977's solution](#)

236.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[4977's solution](#)

237.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[4977's solution](#)

238.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[4977's solution](#)

239.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[4977's solution](#)

240.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[4977's solution](#)

241.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

242.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[4977's solution](#)

243.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math,

number theory

[4977's solution](#)

244.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[4977's solution](#)

245.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[4977's solution](#)

246.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[4977's solution](#)

247.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[4977's solution](#)

248.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[4977's solution](#)

249.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[4977's solution](#)

250.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[4977's solution](#)

251.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[4977's solution](#)

252.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[4977's solution](#)

253.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[4977's solution](#)

254.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[4977's solution](#)

255.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[4977's solution](#)

256.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[4977's solution](#)

257.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[4977's solution](#)

258.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[4977's solution](#)

259.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4977's solution](#)

260.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[4977's solution](#)

261.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[4977's solution](#)

262.

1191F

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

Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[4977's solution](#)

263.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[4977's solution](#)

264.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[4977's solution](#)

265.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[4977's solution](#)

266.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[4977's solution](#)

267.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[4977's solution](#)

268.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[4977's solution](#)

269.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[4977's solution](#)

270.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

271.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy

[4977's solution](#)

272.

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[4977's solution](#)

273.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[4977's solution](#)

274.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[4977's solution](#)

275.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[4977's solution](#)

276.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[4977's solution](#)

277.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[4977's solution](#)

278.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[4977's solution](#)

279.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[4977's solution](#)

280.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[4977's solution](#)

281.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[4977's solution](#)

282.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[4977's solution](#)

283.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[4977's solution](#)

284.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[4977's solution](#)

285.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[4977's solution](#)

286.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math
[4977's solution](#)

287.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, trees
[4977's solution](#)

288.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[4977's solution](#)

289.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[4977's solution](#)

290.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[4977's solution](#)

291.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[4977's solution](#)

292.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[4977's solution](#)

293.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[4977's solution](#)

294.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[4977's solution](#)

295.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[4977's solution](#)

296.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[4977's solution](#)

297.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, trees

[4977's solution](#)

298.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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299.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: games

[4977's solution](#)

300.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

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301.

1316D

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[4977's solution](#)

302.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[4977's solution](#)

303.

1665D

[GCD Guess](#) · [Tutorial](#)

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304.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

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305.

193B

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Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[4977's solution](#)

306.

954G

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Quality: 2,401 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[4977's solution](#)

307.

954E

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Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[4977's solution](#)

308.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[4977's solution](#)

309.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[4977's solution](#)

310.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[4977's solution](#)

311.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[4977's solution](#)

312.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[4977's solution](#)

313.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

[4977's solution](#)

314.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[4977's solution](#)

315.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[4977's solution](#)

316.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[4977's solution](#)

317.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[4977's solution](#)

318.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[4977's solution](#)

319.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[4977's solution](#)

320.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
[4977's solution](#)

321.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[4977's solution](#)

322.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[4977's solution](#)

323.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math
[4977's solution](#)

324.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[4977's solution](#)

325.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[4977's solution](#)

326.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[4977's solution](#)

327.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[4977's solution](#)

328.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[4977's solution](#)

329.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[4977's solution](#)

330.

2044H

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Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[4977's solution](#)

331.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[4977's solution](#)

332.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

333.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[4977's solution](#)

334.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[4977's solution](#)

335.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[4977's solution](#)

336.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[4977's solution](#)

337.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[4977's solution](#)

338.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[4977's solution](#)

339.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[4977's solution](#)

340.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

341.

1C

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

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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342.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4977's solution](#)

343.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[4977's solution](#)

344.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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345.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[4977's solution](#)

346.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[4977's solution](#)

347.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[4977's solution](#)

348.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[4977's solution](#)

349.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[4977's solution](#)

350.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[4977's solution](#)

351.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[4977's solution](#)

352.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[4977's solution](#)

353.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[4977's solution](#)

354.

990E

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Quality: 2,163 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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355.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[4977's solution](#)

356.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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357.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[4977's solution](#)

358.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

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359.

455C

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Quality: 6,467 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[4977's solution](#)

360.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[4977's solution](#)

361.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

362.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[4977's solution](#)

363.

920E

[Connected Components?](#) · [Tutorial](#)

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[4977's solution](#)

364.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[4977's solution](#)

365.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[4977's solution](#)

366.

1223E

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[4977's solution](#)

367.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[4977's solution](#)

368.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[4977's solution](#)

369.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[4977's solution](#)

370.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[4977's solution](#)

371.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[4977's solution](#)

372.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[4977's solution](#)

373.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[4977's solution](#)

374.

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[4977's solution](#)

375.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[4977's solution](#)

376.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[4977's solution](#)

377.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[4977's solution](#)

378.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[4977's solution](#)

379.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[4977's solution](#)

380.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[4977's solution](#)

381.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[4977's solution](#)

382.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[4977's solution](#)

383.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[4977's solution](#)

384.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[4977's solution](#)

385.

551D

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

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math,

matrices, number theory

[4977's solution](#)

386.

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

387.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[4977's solution](#)

388.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[4977's solution](#)

389.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[4977's solution](#)

390.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

391.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[4977's solution](#)

392.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[4977's solution](#)

393.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[4977's solution](#)

394.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[4977's solution](#)

395.

1261D1

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

Rating: 2200 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

396.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[4977's solution](#)

397.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[4977's solution](#)

398.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[4977's solution](#)

399.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[4977's solution](#)

400.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[4977's solution](#)

401.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[4977's solution](#)

402.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2025-07-10 · last AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[4977's solution](#)

403.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[4977's solution](#)

404.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[4977's solution](#)

405.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

graphs, math, number theory, trees

[4977's solution](#)

406.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[4977's solution](#)

407.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[4977's solution](#)

408.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[4977's solution](#)

409.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[4977's solution](#)

410.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[4977's solution](#)

411.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[4977's solution](#)

412.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[4977's solution](#)

413.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[4977's solution](#)

414.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[4977's solution](#)

415.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[4977's solution](#)

416.

617E

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

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)

417.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[4977's solution](#)

418.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[4977's solution](#)

419.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[4977's solution](#)

420.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[4977's solution](#)

421.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[4977's solution](#)

422.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[4977's solution](#)

423.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[4977's solution](#)

424.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[4977's solution](#)

425.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[4977's solution](#)

426.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[4977's solution](#)

427.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[4977's solution](#)

428.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4977's solution](#)

429.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[4977's solution](#)

430.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[4977's solution](#)

431.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[4977's solution](#)

432.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[4977's solution](#)

433.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[4977's solution](#)

434.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[4977's solution](#)

435.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[4977's solution](#)

436.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[4977's solution](#)

437.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[4977's solution](#)

438.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[4977's solution](#)

439.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[4977's solution](#)

440.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[4977's solution](#)

441.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[4977's solution](#)

442.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[4977's solution](#)

443.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4977's solution](#)

444.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[4977's solution](#)

445.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[4977's solution](#)

446.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

447.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[4977's solution](#)

448.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[4977's solution](#)

449.

403C

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

Rating: 2200 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[4977's solution](#)

450.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[4977's solution](#)

451.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[4977's solution](#)

452.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[4977's solution](#)

453.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[4977's solution](#)

454.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[4977's solution](#)

455.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[4977's solution](#)

456.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[4977's solution](#)

457.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[4977's solution](#)

458.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[4977's solution](#)

459.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[4977's solution](#)

460.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[4977's solution](#)

461.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[4977's solution](#)

462.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[4977's solution](#)

463.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[4977's solution](#)

464.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[4977's solution](#)

465.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[4977's solution](#)

466.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[4977's solution](#)

467.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[4977's solution](#)

468.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[4977's solution](#)

469.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[4977's solution](#)

470.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[4977's solution](#)

471.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[4977's solution](#)

472.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[4977's solution](#)

473.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

474.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[4977's solution](#)

475.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[4977's solution](#)

476.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[4977's solution](#)

477.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[4977's solution](#)

478.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[4977's solution](#)

479.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[4977's solution](#)

480.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[4977's solution](#)

481.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[4977's solution](#)

482.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[4977's solution](#)

483.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[4977's solution](#)

484.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[4977's solution](#)

485.

1158B

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

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
[4977's solution](#)

486.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[4977's solution](#)

487.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
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488.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
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489.

1540B

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Quality: 2,990 global accepts · Rating: 2300 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[4977's solution](#)

490.

2028E

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Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[4977's solution](#)

491.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[4977's solution](#)

492.

1342E

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Quality: 3,558 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
[4977's solution](#)

493.

993E

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Quality: 1,787 global accepts · Rating: 2300 · first AC: 2025-11-18 · last AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math
[4977's solution](#)

494.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
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495.

2146E

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Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
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496.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[4977's solution](#)

497.

1814E

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Quality: 1,718 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[4977's solution](#)

498.

1453E

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Quality: 2,226 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[4977's solution](#)

499.

1600F

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

Quality: 616 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[4977's solution](#)

500.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[4977's solution](#)

501.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[4977's solution](#)

502.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

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503.

1151F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[4977's solution](#)

504.

2107F1

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

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

[4977's solution](#)

505.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[4977's solution](#)

506.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[4977's solution](#)

507.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[4977's solution](#)

508.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[4977's solution](#)

509.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[4977's solution](#)

510.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[4977's solution](#)

511.

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[4977's solution](#)

512.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[4977's solution](#)

513.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[4977's solution](#)

514.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: flows

[4977's solution](#)

515.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[4977's solution](#)

516.

1798E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[4977's solution](#)

517.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[4977's solution](#)

518.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[4977's solution](#)

519.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[4977's solution](#)

520.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[4977's solution](#)

521.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[4977's solution](#)

522.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[4977's solution](#)

523.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[4977's solution](#)

524.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[4977's solution](#)

525.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[4977's solution](#)

526.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[4977's solution](#)

527.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[4977's solution](#)

528.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[4977's solution](#)

529.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[4977's solution](#)

530.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[4977's solution](#)

531.

1191E

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

Rating: 2300 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[4977's solution](#)

532.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[4977's solution](#)

533.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[4977's solution](#)

534.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[4977's solution](#)

535.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[4977's solution](#)

536.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[4977's solution](#)

537.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[4977's solution](#)

538.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[4977's solution](#)

539.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[4977's solution](#)

540.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[4977's solution](#)

541.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[4977's solution](#)

542.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[4977's solution](#)

543.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[4977's solution](#)

544.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[4977's solution](#)

545.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[4977's solution](#)

546.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[4977's solution](#)

547.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[4977's solution](#)

548.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

549.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[4977's solution](#)

550.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[4977's solution](#)

551.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

552.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[4977's solution](#)

553.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[4977's solution](#)

554.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[4977's solution](#)

555.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[4977's solution](#)

556.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[4977's solution](#)

557.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[4977's solution](#)

558.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[4977's solution](#)

559.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[4977's solution](#)

560.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[4977's solution](#)

561.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[4977's solution](#)

562.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[4977's solution](#)

563.

800C

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

Rating: 2300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[4977's solution](#)

564.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

565.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[4977's solution](#)

566.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[4977's solution](#)

567.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[4977's solution](#)

568.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[4977's solution](#)

569.

803G

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

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[4977's solution](#)

570.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[4977's solution](#)

571.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[4977's solution](#)

572.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[4977's solution](#)

573.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[4977's solution](#)

574.

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[4977's solution](#)

575.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[4977's solution](#)

576.

1101G

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

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[4977's solution](#)

577.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[4977's solution](#)

578.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[4977's solution](#)

579.

438D

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

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[4977's solution](#)

580.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[4977's solution](#)

581.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[4977's solution](#)

582.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[4977's solution](#)

583.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[4977's solution](#)

584.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[4977's solution](#)

585.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[4977's solution](#)

586.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[4977's solution](#)

587.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math,

number theory, string suffix structures

[4977's solution](#)

588.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[4977's solution](#)

589.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[4977's solution](#)

590.

1261D2

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

Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[4977's solution](#)

591.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[4977's solution](#)

592.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[4977's solution](#)

593.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[4977's solution](#)

594.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, graphs

[4977's solution](#)

595.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[4977's solution](#)

596.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[4977's solution](#)

597.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[4977's solution](#)

598.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[4977's solution](#)

599.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[4977's solution](#)

600.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[4977's solution](#)

601.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[4977's solution](#)

602.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[4977's solution](#)

603.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[4977's solution](#)

604.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[4977's solution](#)

605.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[4977's solution](#)

606.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[4977's solution](#)

607.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[4977's solution](#)

608.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[4977's solution](#)

609.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[4977's solution](#)

610.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[4977's solution](#)

611.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[4977's solution](#)

612.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices
[4977's solution](#)

613.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[4977's solution](#)

614.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[4977's solution](#)

615.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
[4977's solution](#)

616.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[4977's solution](#)

617.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[4977's solution](#)

618.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[4977's solution](#)

619.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[4977's solution](#)

620.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[4977's solution](#)

621.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[4977's solution](#)

622.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[4977's solution](#)

623.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[4977's solution](#)

624.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[4977's solution](#)

625.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[4977's solution](#)

626.

1080F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, sortings

[4977's solution](#)

627.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: strings

[4977's solution](#)

628.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[4977's solution](#)

629.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[4977's solution](#)

630.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[4977's solution](#)

631.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[4977's solution](#)

632.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[4977's solution](#)

633.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[4977's solution](#)

634.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation

[4977's solution](#)

635.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[4977's solution](#)

636.

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[4977's solution](#)

637.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[4977's solution](#)

638.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[4977's solution](#)

639.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[4977's solution](#)

640.

865D

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

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[4977's solution](#)

641.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[4977's solution](#)

642.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[4977's solution](#)

643.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[4977's solution](#)

644.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[4977's solution](#)

645.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[4977's solution](#)

646.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[4977's solution](#)

647.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[4977's solution](#)

648.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[4977's solution](#)

649.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[4977's solution](#)

650.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4977's solution](#)

651.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[4977's solution](#)

652.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[4977's solution](#)

653.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[4977's solution](#)

654.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[4977's solution](#)

655.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[4977's solution](#)

656.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[4977's solution](#)

657.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[4977's solution](#)

658.

1005E2

[Median on Segments \(General Case Edition\) · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[4977's solution](#)

659.

1257F

[Make Them Similar · Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[4977's solution](#)

660.

1229C

[Konrad and Company Evaluation · Tutorial](#)

Rating: 2400 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[4977's solution](#)

661.

2005D

[Alter the GCD · Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[4977's solution](#)

662.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[4977's solution](#)

663.

446C

[DZY Loves Fibonacci Numbers · Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[4977's solution](#)

664.

1436E

[Complicated Computations · Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[4977's solution](#)

665.

484D

[Kindergarten · Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[4977's solution](#)

666.

815C

[Karen and Supermarket · Tutorial](#)

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[4977's solution](#)

667.

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[4977's solution](#)

668.

1036F

[Relatively Prime Powers · Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[4977's solution](#)

669.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[4977's solution](#)

670.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[4977's solution](#)

671.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[4977's solution](#)

672.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[4977's solution](#)

673.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[4977's solution](#)

674.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[4977's solution](#)

675.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[4977's solution](#)

676.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[4977's solution](#)

677.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[4977's solution](#)

678.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[4977's solution](#)

679.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[4977's solution](#)

680.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[4977's solution](#)

681.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

682.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[4977's solution](#)

683.

1093F

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Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

684.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[4977's solution](#)

685.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[4977's solution](#)

686.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[4977's solution](#)

687.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

688.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[4977's solution](#)

689.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[4977's solution](#)

690.

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[4977's solution](#)

691.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[4977's solution](#)

692.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[4977's solution](#)

693.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers
[4977's solution](#)

694.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[4977's solution](#)

695.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[4977's solution](#)

696.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[4977's solution](#)

697.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[4977's solution](#)

698.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[4977's solution](#)

699.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer

[4977's solution](#)

700.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[4977's solution](#)

701.

1957E

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

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[4977's solution](#)

702.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[4977's solution](#)

703.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[4977's solution](#)

704.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[4977's solution](#)

705.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[4977's solution](#)

706.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[4977's solution](#)

707.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[4977's solution](#)

708.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[4977's solution](#)

709.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[4977's solution](#)

710.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[4977's solution](#)

711.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[4977's solution](#)

712.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[4977's solution](#)

713.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[4977's solution](#)

714.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[4977's solution](#)

715.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[4977's solution](#)

716.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[4977's solution](#)

717.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[4977's solution](#)

718.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[4977's solution](#)

719.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)

720.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[4977's solution](#)

721.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[4977's solution](#)

722.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[4977's solution](#)

723.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[4977's solution](#)

724.

318E

[Balance](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar
[4977's solution](#)

725.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation
[4977's solution](#)

726.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees
[4977's solution](#)

727.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[4977's solution](#)

728.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[4977's solution](#)

729.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[4977's solution](#)

730.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[4977's solution](#)

731.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft
[4977's solution](#)

732.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[4977's solution](#)

733.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees
[4977's solution](#)

734.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft
[4977's solution](#)

735.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[4977's solution](#)

736.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft
[4977's solution](#)

737.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[4977's solution](#)

738.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[4977's solution](#)

739.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[4977's solution](#)

740.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[4977's solution](#)

741.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[4977's solution](#)

742.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[4977's solution](#)

743.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[4977's solution](#)

744.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, implementation, math

[4977's solution](#)

745.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[4977's solution](#)

746.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[4977's solution](#)

747.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[4977's solution](#)

748.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[4977's solution](#)

749.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[4977's solution](#)

750.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[4977's solution](#)

751.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[4977's solution](#)

752.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[4977's solution](#)

753.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[4977's solution](#)

754.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[4977's solution](#)

755.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[4977's solution](#)

756.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[4977's solution](#)

757.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[4977's solution](#)

758.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[4977's solution](#)

759.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[4977's solution](#)

760.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[4977's solution](#)

761.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[4977's solution](#)

762.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[4977's solution](#)

763.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[4977's solution](#)

764.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)

765.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[4977's solution](#)

766.

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[4977's solution](#)

767.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[4977's solution](#)

768.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[4977's solution](#)

769.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[4977's solution](#)

770.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[4977's solution](#)

771.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[4977's solution](#)

772.

1497D

[Genius · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[4977's solution](#)

773.

1187F

[Expected Square Beauty · Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[4977's solution](#)

774.

1120D

[Power Tree · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[4977's solution](#)

775.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[4977's solution](#)

776.

484E

[Sign on Fence · Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[4977's solution](#)

777.

594D

[REQ · Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[4977's solution](#)

778.

594B

[Max and Bike · Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[4977's solution](#)

779.

341D

[lahub and Xors · Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4977's solution](#)

780.

555D

[Case of a Top Secret · Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[4977's solution](#)

781.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[4977's solution](#)

782.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-08-05 · last AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

783.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[4977's solution](#)

784.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[4977's solution](#)

785.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[4977's solution](#)

786.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[4977's solution](#)

787.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[4977's solution](#)

788.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[4977's solution](#)

789.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[4977's solution](#)

790.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[4977's solution](#)

791.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[4977's solution](#)

792.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths
[4977's solution](#)

793.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry
[4977's solution](#)

794.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[4977's solution](#)

795.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry
[4977's solution](#)

796.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[4977's solution](#)

797.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[4977's solution](#)

798.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[4977's solution](#)

799.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers
[4977's solution](#)

800.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[4977's solution](#)

801.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math
[4977's solution](#)

802.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[4977's solution](#)

803.

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
[4977's solution](#)

804.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[4977's solution](#)

805.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[4977's solution](#)

806.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[4977's solution](#)

807.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[4977's solution](#)

808.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[4977's solution](#)

809.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[4977's solution](#)

810.

757E

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

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[4977's solution](#)

811.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

implementation

[4977's solution](#)

812.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[4977's solution](#)

813.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[4977's solution](#)

814.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[4977's solution](#)

815.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[4977's solution](#)

816.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[4977's solution](#)

817.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[4977's solution](#)

818.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[4977's solution](#)

819.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[4977's solution](#)

820.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

821.

266E

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

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[4977's solution](#)

822.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices
[4977's solution](#)

823.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[4977's solution](#)

824.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[4977's solution](#)

825.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers
[4977's solution](#)

826.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[4977's solution](#)

827.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[4977's solution](#)

828.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[4977's solution](#)

829.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[4977's solution](#)

830.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[4977's solution](#)

831.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[4977's solution](#)

832.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[4977's solution](#)

833.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[4977's solution](#)

834.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[4977's solution](#)

835.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

836.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[4977's solution](#)

837.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[4977's solution](#)

838.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[4977's solution](#)

839.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[4977's solution](#)

840.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[4977's solution](#)

841.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[4977's solution](#)

842.

528C

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

Rating: 2600 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[4977's solution](#)

843.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-11-18 · last AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: fft

[4977's solution](#)

844.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[4977's solution](#)

845.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[4977's solution](#)

846.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[4977's solution](#)

847.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[4977's solution](#)

848.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[4977's solution](#)

849.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)

850.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[4977's solution](#)

851.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[4977's solution](#)

852.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[4977's solution](#)

853.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[4977's solution](#)

854.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[4977's solution](#)

855.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[4977's solution](#)

856.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[4977's solution](#)

857.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[4977's solution](#)

858.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[4977's solution](#)

859.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[4977's solution](#)

860.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[4977's solution](#)

861.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[4977's solution](#)

862.

2107E

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

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[4977's solution](#)

863.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[4977's solution](#)

864.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[4977's solution](#)

865.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[4977's solution](#)

866.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, fft, math, number theory

[4977's solution](#)

867.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[4977's solution](#)

868.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[4977's solution](#)

869.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[4977's solution](#)

870.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[4977's solution](#)

871.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[4977's solution](#)

872.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[4977's solution](#)

873.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[4977's solution](#)

874.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[4977's solution](#)

875.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[4977's solution](#)

876.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[4977's solution](#)

877.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4977's solution](#)

878.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-09-11 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[4977's solution](#)

879.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[4977's solution](#)

880.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory

[4977's solution](#)

881.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[4977's solution](#)

882.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[4977's solution](#)

883.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[4977's solution](#)

884.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[4977's solution](#)

885.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[4977's solution](#)

886.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[4977's solution](#)

887.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[4977's solution](#)

888.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[4977's solution](#)

889.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[4977's solution](#)

890.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[4977's solution](#)

891.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[4977's solution](#)

892.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[4977's solution](#)

893.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[4977's solution](#)

894.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[4977's solution](#)

895.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[4977's solution](#)

896.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[4977's solution](#)

897.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[4977's solution](#)

898.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[4977's solution](#)

899.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

900.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[4977's solution](#)

901.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[4977's solution](#)

902.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[4977's solution](#)

903.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[4977's solution](#)

904.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[4977's solution](#)

905.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[4977's solution](#)

906.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[4977's solution](#)

907.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[4977's solution](#)

908.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[4977's solution](#)

909.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[4977's solution](#)

910.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[4977's solution](#)

911.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[4977's solution](#)

912.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

913.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, matrices

[4977's solution](#)

914.

827E

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[4977's solution](#)

915.

1942F

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Quality: 973 global accepts · Rating: 2700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[4977's solution](#)

916.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[4977's solution](#)

917.

1555F

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Quality: 1,055 global accepts · Rating: 2700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[4977's solution](#)

918.

938F

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Quality: 613 global accepts · Rating: 2700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[4977's solution](#)

919.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[4977's solution](#)

920.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[4977's solution](#)

921.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[4977's solution](#)

922.

1841F

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Quality: 607 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers

[4977's solution](#)

923.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[4977's solution](#)

924.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[4977's solution](#)

925.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[4977's solution](#)

926.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[4977's solution](#)

927.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[4977's solution](#)

928.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[4977's solution](#)

929.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[4977's solution](#)

930.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[4977's solution](#)

931.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[4977's solution](#)

932.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[4977's solution](#)

933.

828F

[Best Edge Weight](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[4977's solution](#)

934.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[4977's solution](#)

935.

2056F1

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

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[4977's solution](#)

936.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[4977's solution](#)

937.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[4977's solution](#)

938.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[4977's solution](#)

939.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[4977's solution](#)

940.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[4977's solution](#)

941.

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[4977's solution](#)

942.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[4977's solution](#)

943.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[4977's solution](#)

944.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory, sortings

[4977's solution](#)

945.

2009G3

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

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[4977's solution](#)

946.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[4977's solution](#)

947.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[4977's solution](#)

948.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

949.

833C

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

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[4977's solution](#)

950.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[4977's solution](#)

951.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[4977's solution](#)

952.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[4977's solution](#)

953.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[4977's solution](#)

954.

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[4977's solution](#)

955.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings
[4977's solution](#)

956.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[4977's solution](#)

957.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[4977's solution](#)

958.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[4977's solution](#)

959.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,317 global accepts · Rating: 2700 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[4977's solution](#)

960.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[4977's solution](#)

961.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[4977's solution](#)

962.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[4977's solution](#)

963.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[4977's solution](#)

964.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: strings
[4977's solution](#)

965.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[4977's solution](#)

966.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[4977's solution](#)

967.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[4977's solution](#)

968.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[4977's solution](#)

969.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[4977's solution](#)

970.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs

[4977's solution](#)

971.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[4977's solution](#)

972.

2031F

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

Quality: 453 global accepts · Rating: 2800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[4977's solution](#)

973.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[4977's solution](#)

974.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[4977's solution](#)

975.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[4977's solution](#)

976.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[4977's solution](#)

977.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory

[4977's solution](#)

978.

472G

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

Quality: 463 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, fft

[4977's solution](#)

979.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[4977's solution](#)

980.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[4977's solution](#)

981.

1088F

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

Quality: 597 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[4977's solution](#)

982.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[4977's solution](#)

983.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[4977's solution](#)

984.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[4977's solution](#)

985.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[4977's solution](#)

986.

1852D

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

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[4977's solution](#)

987.

2107F2

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

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

[4977's solution](#)

988.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[4977's solution](#)

989.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[4977's solution](#)

990.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[4977's solution](#)

991.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[4977's solution](#)

992.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[4977's solution](#)

993.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[4977's solution](#)

994.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[4977's solution](#)

995.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, two pointers
[4977's solution](#)

996.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[4977's solution](#)

997.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees
[4977's solution](#)

998.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math
[4977's solution](#)

999.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[4977's solution](#)

1000.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[4977's solution](#)

1001.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[4977's solution](#)

1002.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[4977's solution](#)

1003.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[4977's solution](#)

1004.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[4977's solution](#)

1005.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[4977's solution](#)

1006.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[4977's solution](#)

1007.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

1008.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[4977's solution](#)

1009.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[4977's solution](#)

1010.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[4977's solution](#)

1011.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[4977's solution](#)

1012.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[4977's solution](#)

1013.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers

[4977's solution](#)

1014.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[4977's solution](#)

1015.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[4977's solution](#)

1016.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[4977's solution](#)

1017.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · last AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[4977's solution](#)

1018.

997D

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

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[4977's solution](#)

1019.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[4977's solution](#)

1020.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[4977's solution](#)

1021.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[4977's solution](#)

1022.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[4977's solution](#)

1023.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[4977's solution](#)

1024.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: strings

[4977's solution](#)

1025.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[4977's solution](#)

1026.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[4977's solution](#)**1027.**

226E

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

Quality: 548 global accepts · Rating: 2900 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[4977's solution](#)**1028.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, string suffix structures

[4977's solution](#)**1029.**

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)**1030.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[4977's solution](#)**1031.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[4977's solution](#)**1032.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[4977's solution](#)**1033.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[4977's solution](#)**1034.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[4977's solution](#)**1035.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[4977's solution](#)

1036.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[4977's solution](#)

1037.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[4977's solution](#)

1038.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

1039.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[4977's solution](#)

1040.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[4977's solution](#)

1041.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[4977's solution](#)

1042.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[4977's solution](#)

1043.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[4977's solution](#)

1044.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[4977's solution](#)

1045.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[4977's solution](#)

1046.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[4977's solution](#)

1047.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[4977's solution](#)

1048.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[4977's solution](#)

1049.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[4977's solution](#)

1050.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[4977's solution](#)

1051.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2025-04-25 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[4977's solution](#)

1052.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[4977's solution](#)

1053.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[4977's solution](#)

1054.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[4977's solution](#)

1055.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[4977's solution](#)

1056.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[4977's solution](#)

1057.

2056F2

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

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[4977's solution](#)**1058.**

453D

[Little Pony and Elements of Harmony · Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[4977's solution](#)**1059.**

696E

[...Wait for it... · Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[4977's solution](#)**1060.**

150E

[Freezing with Style · Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[4977's solution](#)**1061.**

1076G

[Array Game · Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[4977's solution](#)**1062.**

436F

[Banners · Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[4977's solution](#)**1063.**

1178G

[The Awesomest Vertex · Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[4977's solution](#)**1064.**

1983G

[Your Loss · Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[4977's solution](#)**1065.**

1476G

[Minimum Difference · Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[4977's solution](#)**1066.**

1261F

[Xor-Set · Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[4977's solution](#)**1067.**

2077D

[Maximum Polygon · Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[4977's solution](#)

1068.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[4977's solution](#)

1069.

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[4977's solution](#)

1070.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4977's solution](#)

1071.

418E

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1072.

809E

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1073.

1936D

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1074.

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1075.

1142E

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1076.

1859F

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1077.

755G

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1078.

543E

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1079.

1832F

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1080.

573E

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1081.

585F

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1082.

840E

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1083.

1037H

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Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

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1084.

1684H

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Quality: 288 global accepts · Rating: 3400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[4977's solution](#)

1085.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[4977's solution](#)

1086.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[4977's solution](#)

1087.

2225E

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1088.

1192B

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