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Unique solved — 625248

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

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- 1.**
1863A
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1654A
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1650A
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10.

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11.

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27.

1737A

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28.

1650B

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30.

1467A

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31.

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32.

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34.

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35.

1844B

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36.

1704B

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37.

1634C

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38.

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39.

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41.

1256A

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1863C

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1633C

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45.

1409B

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46.

1401B

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47.

1704C

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48.

1650C

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49.

1608B

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50.

1586B

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51.

1598C

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52.

1487B

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53.

1485B

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54.

1406B

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55.

1409C

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56.

1355B

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57.

1355A

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58.

1868A

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59.

1844C

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60.

1753A1

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61.

1746C

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62.

1737B

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63.

1650D

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64.

1560D

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1401C

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66.

1863D

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67.

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68.

1830A

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69.

1714E

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70.

920C

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71.

1654C

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72.

1648A

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73.

1634B

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74.

978E

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75.

1393B

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76.

1355D

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77.

1279C

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78.

1256B

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79.

1753A2

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80.

1737C

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501C

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82.

1487D

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83.

1487C

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85.

1409D

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86.

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87.

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88.

1391C

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89.

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90.

1753B

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91.

888D

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92.

1633D

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93.

1397C

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94.

28B

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95.

1868B1

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96.

1835A

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818D

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98.

915C

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99.

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101.

1598D

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102.

739A

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103.

1485C

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104.

1406C

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105.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[625248's solution](#)

106.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[625248's solution](#)

107.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[625248's solution](#)

108.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[625248's solution](#)

109.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[625248's solution](#)

110.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[625248's solution](#)

111.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[625248's solution](#)

112.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[625248's solution](#)

113.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[625248's solution](#)

114.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[625248's solution](#)

115.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[625248's solution](#)

116.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers
[625248's solution](#)

117.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[625248's solution](#)

118.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[625248's solution](#)

119.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[625248's solution](#)

120.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[625248's solution](#)

121.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees
[625248's solution](#)

122.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[625248's solution](#)

123.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[625248's solution](#)

124.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[625248's solution](#)

125.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[625248's solution](#)

126.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[625248's solution](#)

127.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[625248's solution](#)

128.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[625248's solution](#)

129.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[625248's solution](#)

130.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp

[625248's solution](#)

131.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[625248's solution](#)

132.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, dp

[625248's solution](#)

133.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[625248's solution](#)

134.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[625248's solution](#)

135.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[625248's solution](#)

136.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[625248's solution](#)

137.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[625248's solution](#)

138.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[625248's solution](#)

139.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[625248's solution](#)

140.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[625248's solution](#)

141.

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[625248's solution](#)

142.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[625248's solution](#)

143.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[625248's solution](#)

144.

501D

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

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[625248's solution](#)

145.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive,

math

[625248's solution](#)

146.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[625248's solution](#)

147.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[625248's solution](#)

148.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[625248's solution](#)

149.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[625248's solution](#)

150.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[625248's solution](#)

151.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[625248's solution](#)

152.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[625248's solution](#)

153.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[625248's solution](#)

154.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[625248's solution](#)

155.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[625248's solution](#)

156.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[625248's solution](#)

157.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp

[625248's solution](#)

158.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[625248's solution](#)

159.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[625248's solution](#)

160.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[625248's solution](#)

161.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[625248's solution](#)

162.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[625248's solution](#)

163.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[625248's solution](#)

164.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[625248's solution](#)

165.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[625248's solution](#)

166.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[625248's solution](#)

167.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-03-11 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[625248's solution](#)

168.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[625248's solution](#)

169.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[625248's solution](#)

170.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[625248's solution](#)

171.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[625248's solution](#)

172.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[625248's solution](#)

173.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[625248's solution](#)

174.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[625248's solution](#)

175.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[625248's solution](#)

176.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[625248's solution](#)

177.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[625248's solution](#)

178.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[625248's solution](#)

179.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[625248's solution](#)

180.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[625248's solution](#)

181.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[625248's solution](#)

182.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[625248's solution](#)

183.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[625248's solution](#)

184.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[625248's solution](#)

185.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[625248's solution](#)

186.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees
[625248's solution](#)

187.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[625248's solution](#)

188.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings
[625248's solution](#)

189.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings
[625248's solution](#)

190.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[625248's solution](#)

191.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[625248's solution](#)

192.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[625248's solution](#)

193.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[625248's solution](#)

194.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[625248's solution](#)

195.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[625248's solution](#)

196.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: flows

[625248's solution](#)

197.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[625248's solution](#)

198.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[625248's solution](#)

199.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[625248's solution](#)

200.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[625248's solution](#)

201.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[625248's solution](#)

202.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[625248's solution](#)

203.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[625248's solution](#)

204.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[625248's solution](#)

205.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[625248's solution](#)

206.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[625248's solution](#)

207.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[625248's solution](#)

208.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[625248's solution](#)

209.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[625248's solution](#)

210.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[625248's solution](#)

211.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, dp

[625248's solution](#)

212.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[625248's solution](#)

213.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[625248's solution](#)

214.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[625248's solution](#)

215.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[625248's solution](#)

216.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[625248's solution](#)

217.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[625248's solution](#)

218.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[625248's solution](#)

219.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[625248's solution](#)

220.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[625248's solution](#)

221.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[625248's solution](#)

222.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[625248's solution](#)

223.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[625248's solution](#)

224.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[625248's solution](#)

225.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[625248's solution](#)

226.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures

[625248's solution](#)

227.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[625248's solution](#)

228.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[625248's solution](#)

229.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[625248's solution](#)

230.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[625248's solution](#)

231.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[625248's solution](#)

232.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[625248's solution](#)

233.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[625248's solution](#)

234.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[625248's solution](#)

235.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[625248's solution](#)

236.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[625248's solution](#)

237.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[625248's solution](#)

238.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[625248's solution](#)

239.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[625248's solution](#)

240.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry
[625248's solution](#)

241.

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation
[625248's solution](#)

242.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[625248's solution](#)

243.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu
[625248's solution](#)

244.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[625248's solution](#)

245.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[625248's solution](#)

246.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[625248's solution](#)

247.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[625248's solution](#)

248.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[625248's solution](#)

249.

811E

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

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[625248's solution](#)

250.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[625248's solution](#)

251.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[625248's solution](#)

252.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[625248's solution](#)

253.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[625248's solution](#)

254.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[625248's solution](#)

255.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[625248's solution](#)

256.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[625248's solution](#)

257.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[625248's solution](#)

258.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[625248's solution](#)

259.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[625248's solution](#)

260.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[625248's solution](#)

261.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[625248's solution](#)

262.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[625248's solution](#)

263.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[625248's solution](#)

264.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[625248's solution](#)

265.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[625248's solution](#)

266.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[625248's solution](#)

267.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing,

implementation, math

[625248's solution](#)

268.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[625248's solution](#)

269.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[625248's solution](#)

270.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[625248's solution](#)

271.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[625248's solution](#)

272.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[625248's solution](#)

273.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[625248's solution](#)

274.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[625248's solution](#)

275.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[625248's solution](#)

276.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[625248's solution](#)

277.

1879F

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

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[625248's solution](#)

278.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[625248's solution](#)

279.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[625248's solution](#)

280.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[625248's solution](#)

281.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[625248's solution](#)

282.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[625248's solution](#)

283.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[625248's solution](#)

284.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures

[625248's solution](#)

285.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[625248's solution](#)

286.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[625248's solution](#)

287.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[625248's solution](#)

288.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[625248's solution](#)

289.

674F

[Bears and Juice](#) · [Tutorial](#)

Quality: 2900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[625248's solution](#)

290.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[625248's solution](#)

291.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[625248's solution](#)

292.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[625248's solution](#)

293.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[625248's solution](#)

294.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[625248's solution](#)

295.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[625248's solution](#)

296.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[625248's solution](#)

297.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[625248's solution](#)

298.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[625248's solution](#)

299.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[625248's solution](#)

300.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[625248's solution](#)

301.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[625248's solution](#)

302.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[625248's solution](#)

303.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar
[625248's solution](#)

304.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[625248's solution](#)

305.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp
[625248's solution](#)

306.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[625248's solution](#)

307.

1882E2

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

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[625248's solution](#)

308.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[625248's solution](#)

309.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[625248's solution](#)

310.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[625248's solution](#)

311.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[625248's solution](#)

312.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[625248's solution](#)

313.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[625248's solution](#)

314.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[625248's solution](#)

315.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[625248's solution](#)

316.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[625248's solution](#)

317.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[625248's solution](#)

318.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[625248's solution](#)

319.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[625248's solution](#)

320.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[625248's solution](#)

321.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[625248's solution](#)

322.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[625248's solution](#)

323.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[625248's solution](#)

324.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[625248's solution](#)

325.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[625248's solution](#)

326.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[625248's solution](#)

327.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[625248's solution](#)

328.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[625248's solution](#)

329.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[625248's solution](#)

330.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

331.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[625248's solution](#)

332.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

333.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

334.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

335.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

336.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

337.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

338.

104369A

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

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

339.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

340.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

341.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[625248's solution](#)

342.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

343.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

344.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

345.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

346.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

347.

104821E

[Extending Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

348.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

349.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

350.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

351.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

352.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

353.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

354.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

355.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

356.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

357.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

358.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

359.

105657M

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

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

360.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

361.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

362.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

363.

105486D

[Closest Derangement](#) · [Tutorial](#)

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

[625248's solution](#)

364.

105486K

[Magical Set](#) · [Tutorial](#)

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

[625248's solution](#)

365.

105486E

[Disrupting Communications](#) · [Tutorial](#)

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

[625248's solution](#)

366.

105486I

[Good Partitions](#) · [Tutorial](#)

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

[625248's solution](#)

367.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

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

[625248's solution](#)

368.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

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

[625248's solution](#)

369.

105486A

[Arrow a Row](#) · [Tutorial](#)

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

[625248's solution](#)

370.

105486G

[Expanding Array](#) · [Tutorial](#)

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

[625248's solution](#)

371.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

372.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

373.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

374.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

375.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

376.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

377.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

378.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

379.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

380.

105945H

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

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

381.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

382.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

383.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

384.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

385.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

386.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

387.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

388.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

389.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

390.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

391.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

392.

105949E

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

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

393.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

394.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

395.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

396.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

397.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

398.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

399.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

400.

106030M

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

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

401.

106030D

[g T P rep](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

402.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

403.

106030A

[Xyjiak bEQyepj IBTCE](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

404.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

405.

106030E

[T b m % t Ü](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

406.

106030K

[\ C v j o r j e V p _ b](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

407.

106030J

[s T R orial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

408.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[625248's solution](#)

409.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

410.

105911F

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

411.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

412.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

413.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

414.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

415.

105924B

[Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

416.

105924F

[Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

417.

105924A

[GD - Ěg, MO\[žšOE\]](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

418.

105924J

[s'Vy--TutVh AE](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[625248's solution](#)

419.

105924K

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