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# Unique solved — 7etuPr0mK X-VPA.8-ER1SYJ

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

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Filters: none

Count: 654

1.

1269A

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2.

2164A

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3.

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4.

2152A

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5.

2147A

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6.

1189A

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7.

2127A

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8.

2030A

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9.

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1515A

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513A

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918A

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**29.**

1864A

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**30.**

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1715A

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1692C

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1457A

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42.

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43.

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46.

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47.

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59A

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**63.**

1323A

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1409A

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**69.**

2005A

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412B

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793A

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**73.**

2062B

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**74.**

1666D

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**75.**

1589C

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**76.**

1543B

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**77.**

1543A

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Quality: 40,942 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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**78.**

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive

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**79.**

1436B

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**80.**

1113A

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1206B

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1339A

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580A

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**84.**

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**85.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**86.**

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**87.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**88.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**89.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**90.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**91.**

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**92.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**93.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**94.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**95.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,171 global accepts · Rating: 1000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**96.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**97.**

1876A

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

Quality: 34,910 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**98.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**99.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**100.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**101.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**102.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,602 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**103.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**104.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**105.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**106.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**107.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 108.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 109.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 110.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 111.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 112.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 113.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 114.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 115.

1457B

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

Rating: 1100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 116.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 117.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**118.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**119.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**120.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**121.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**122.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,922 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**123.**

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**124.**

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**125.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**126.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**127.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**128.**

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**129.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**130.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**131.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: dp, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**132.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**133.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**134.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**135.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**136.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**137.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**138.**

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, constructive algorithms  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**139.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**140.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,896 global accepts · Rating: 1200 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**141.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**142.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**143.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**144.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**145.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**146.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**147.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**148.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**149.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 150.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 151.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 152.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,145 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 153.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 154.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 155.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 156.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 157.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 158.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 159.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,869 global accepts · Rating: 1300 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**160.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**161.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**162.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**163.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**164.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**165.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,657 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**166.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**167.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**168.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**169.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**170.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**171.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2020-12-02 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**172.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-09-12 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**173.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**174.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**175.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**176.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**177.**

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**178.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**179.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**180.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**181.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**182.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**183.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,833 global accepts · Rating: 1400 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**184.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,161 global accepts · Rating: 1400 · first AC: 2020-06-14 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**185.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,677 global accepts · Rating: 1400 · first AC: 2020-06-14 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**186.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2020-09-20 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**187.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**188.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**189.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**190.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math,

number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**191.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**192.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**193.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**194.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**195.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**196.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**197.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**198.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**199.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**200.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**201.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**202.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**203.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**204.**

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**205.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,611 global accepts · Rating: 1500 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**206.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**207.**

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**208.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,859 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**209.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**210.**

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**211.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,454 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**212.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**213.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**214.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**215.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**216.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**217.**

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: brute force, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**218.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**219.**

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**220.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**221.**

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**222.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**223.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**224.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**225.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**226.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**227.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**228.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**229.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**230.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**231.**

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**232.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**233.**

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**234.**

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**235.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,885 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**236.**

2147D

[Game on Array](#) · [Tutorial](#)

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

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**237.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**238.**

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**239.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**240.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**241.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy

sortings, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**242.**

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**243.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**244.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**245.**

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**246.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**247.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**248.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**249.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,769 global accepts · Rating: 1700 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**250.**

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**251.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 252.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 253.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 254.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 255.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 256.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 257.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 258.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 259.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 260.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

## 261.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**262.**

2127D

[Root was Built by Love, Broken by Destiny](#) · Tutorial

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**263.**

2045M

[Mirror Maze](#) · Tutorial

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**264.**

2006B

[Iris and the Tree](#) · Tutorial

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**265.**

706D

[Vasiliy's Multiset](#) · Tutorial

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**266.**

1987D

[World is Mine](#) · Tutorial

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**267.**

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**268.**

1852A

[Ntarsis' Set](#) · Tutorial

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**269.**

1852B

[Imbalanced Arrays](#) · Tutorial

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**270.**

513G1

[Inversions problem](#) · Tutorial

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**271.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**272.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**273.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**274.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**275.**

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**276.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**277.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**278.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**279.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**280.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**281.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**282.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**283.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**284.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**285.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**286.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**287.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**288.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**289.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**290.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**291.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-02-17 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**292.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**293.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**294.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**295.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**296.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**297.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**298.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**299.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2023-02-08 · Python 3 (first AC) · Tags: dp, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**300.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**301.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 302.

817D

[Imbalanced Array](#) · Tutorial

Quality: 6,285 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 303.

229C

[Triangles](#) · Tutorial

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 304.

656F

[Ace It!](#) · Tutorial

Quality: 960 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 305.

656A

[Da Vinci Powers](#) · Tutorial

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 306.

1311F

[Moving Points](#) · Tutorial

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 307.

1738D

[Permutation Addicts](#) · Tutorial

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 308.

1715D

[2+ doors](#) · Tutorial

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 309.

1701D

[Permutation Restoration](#) · Tutorial

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 310.

744B

[Hongcow's Game](#) · Tutorial

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

### 311.

1207E

[XOR Guessing](#) · Tutorial

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**312.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**313.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,872 global accepts · Rating: 1900 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**314.**

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**315.**

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

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**316.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**317.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**318.**

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**319.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**320.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**321.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**322.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-04-27 · Kotlin 1.9 (first AC) · Tags: data structures, schedules

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**323.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**324.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**325.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**326.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**327.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**328.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**329.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**330.**

461B

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

Quality: 7,019 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**331.**

843B

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

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**332.**

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**333.**

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**334.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**335.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**336.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**337.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2022-10-25 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**338.**

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

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**339.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**340.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**341.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**342.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**343.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**344.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**345.**

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**346.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**347.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**348.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**349.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**350.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-07-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**351.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**352.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**353.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**354.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**355.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**356.**

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**357.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**358.**

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**359.**

1778D

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

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**360.**

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**361.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**362.**

609E

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

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**363.**

576C

[Points on Plane](#) · Tutorial

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**364.**

226D

[The table](#) · Tutorial

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**365.**

229D

[Towers](#) · Tutorial

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**366.**

1748D

[ConstructOR](#) · Tutorial

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**367.**

208E

[Blood Cousins](#) · Tutorial

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**368.**

343D

[Water Tree](#) · Tutorial

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**369.**

1666J

[Job Lookup](#) · Tutorial

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**370.**

2089C1

[Key of Like \(Easy Version\)](#) · Tutorial

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**371.**

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

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**372.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**373.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**374.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**375.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**376.**

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**377.**

908D

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

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**378.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**379.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**380.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**381.**

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**382.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**383.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**384.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**385.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**386.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**387.**

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**388.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**389.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**390.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**391.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**392.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**393.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**394.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**395.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**396.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**397.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**398.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**399.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**400.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**401.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**402.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**403.**

2057E1

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

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**404.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**405.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**406.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**407.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**408.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**409.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**410.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**411.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

412.

438D

[The Child and Sequence](#) · Tutorial

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

413.

629E

[Famil Door and Roads](#) · Tutorial

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-07-07 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

414.

1874C

[Jellyfish and EVA](#) · Tutorial

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

415.

1864F

[Exotic Queries](#) · Tutorial

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

416.

1814E

[Chain Chips](#) · Tutorial

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

417.

1575I

[Illusions of the Desert](#) · Tutorial

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

418.

768F

[Barrels and boxes](#) · Tutorial

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

419.

22E

[Scheme](#) · Tutorial

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

420.

690A2

[Collective Mindsets \(medium\)](#) · Tutorial

Quality: 747 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

421.

1167F

[Scalar Queries](#) · Tutorial

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**422.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**423.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**424.**

594A

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

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: games

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**425.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**426.**

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**427.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**428.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**429.**

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**430.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**431.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,400 global accepts · Rating: 2300 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**432.**

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**433.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**434.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**435.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**436.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**437.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**438.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**439.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**440.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**441.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-07-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**442.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**443.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**444.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**445.**

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**446.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**447.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**448.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**449.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**450.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**451.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**452.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**453.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, matrices

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**454.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**455.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**456.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**457.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**458.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**459.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**460.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**461.**

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**462.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**463.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**464.**

981F

[Round Marriage · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**465.**

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**466.**

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**467.**

1117G

[Recursive Queries · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**468.**

1623E

[Middle Duplication · Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**469.**

23C

[Oranges and Apples · Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**470.**

1725K

[Kingdom of Criticism · Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**471.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**472.**

1984F

[Reconstruction · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**473.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**474.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**475.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**476.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**477.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**478.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**479.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**480.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**481.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**482.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dsu  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**483.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**484.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**485.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**486.**

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**487.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**488.**

2164F1

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

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

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**489.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**490.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**491.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**492.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**493.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math,

number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**494.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**495.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**496.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**497.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**498.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**499.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**500.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**501.**

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**502.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**503.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**504.**

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**505.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**506.**

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**507.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**508.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**509.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**510.**

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**511.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**512.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**513.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**514.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**515.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-07-15 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**516.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**517.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · last AC: 2024-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**518.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**519.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**520.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · last AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**521.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**522.**

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**523.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**524.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**525.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**526.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**527.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**528.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**529.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**530.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**531.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**532.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**533.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**534.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**535.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**536.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**537.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**538.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**539.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**540.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**541.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-12 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**542.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**543.**

549F

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

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**544.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**545.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**546.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**547.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**548.**

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive, shortest paths  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**549.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**550.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**551.**

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**552.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**553.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**554.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**555.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**556.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**557.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**558.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**559.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · last AC: 2024-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**560.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**561.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**562.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**563.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**564.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**565.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**566.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**567.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**568.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**569.**

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**570.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**571.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**572.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**573.**

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**574.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**575.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**576.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**577.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**578.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**579.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**580.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**581.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**582.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**583.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**584.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**585.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**586.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**587.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**588.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**589.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**590.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**591.**

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**592.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**593.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**594.**

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**595.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**596.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**597.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-05-08 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**598.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**599.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**600.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**601.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**602.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**603.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**604.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**605.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**606.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**607.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**608.**

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**609.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**610.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**611.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**612.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**613.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**614.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**615.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**616.**

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**617.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**618.**

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**619.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**620.**

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**621.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**622.**

1210G

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

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**623.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**624.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**625.**

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**626.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**627.**

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**628.**

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**629.**

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**630.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**631.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-02 · PHP (first AC) · Tags: \*special, string suffix structures  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**632.**

105385M

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

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**633.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**634.**

105385J

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

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**635.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**636.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**637.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**638.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**639.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**640.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**641.**

1952A

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

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

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**642.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

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**643.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

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**644.**

1812B

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Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

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**645.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

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**646.**

104270J

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Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**647.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**648.**

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**649.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**650.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**651.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

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**652.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-16 · Text (first AC) · Tags: \*special, constructive algorithms

[7etuPr0mK\\_X-VPA.8-ER1SYJ's solution](#)

**653.**

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

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**654.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, trees

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