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Unique solved — AFewSuns

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

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Filters: none

Count: 739

- 1.**
2153B
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- 2.**
2153A
[Circle of Apple Trees](#) · [Tutorial](#)
Quality: 26,370 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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- 3.**
2125A
[Difficult Contest](#) · [Tutorial](#)
Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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- 4.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[AFewSuns's solution](#)
- 5.**
1301A
[Three Strings](#) · [Tutorial](#)
Quality: 20,113 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[AFewSuns's solution](#)
- 6.**
1945A
[Setting up Camp](#) · [Tutorial](#)
Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 7.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
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- 8.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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- 9.**
1896A
[Jagged Swaps](#) · [Tutorial](#)
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10.

1930A

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11.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

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12.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,932 global accepts · Rating: 800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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13.

873A

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14.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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15.

1787A

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16.

1791C

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17.

1759A

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18.

1797A

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19.

1437A

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20.

1793A

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21.

1782A

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22.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

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23.

1734B

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24.

1734A

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25.

1720B

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26.

1582A

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27.

1654B

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28.

1654A

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29.

1635B

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30.

1635A

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31.

1649A

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32.

1642A

[Hard Way](#) · [Tutorial](#)

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33.

1627A

[Not Shading](#) · [Tutorial](#)

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34.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

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35.

1526A

[Mean Inequality](#) · [Tutorial](#)

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36.

1584A

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37.

1612A

[Distance](#) · [Tutorial](#)

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38.

1589A

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

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39.

1602A

[Two Subsequences](#) · [Tutorial](#)

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40.

2125B

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41.

1945B

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42.

1896B

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43.

275A

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44.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

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45.

1732B

[Ugu](#) · [Tutorial](#)

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46.

1720A

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47.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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48.

1624B

[Make AP](#) · [Tutorial](#)

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49.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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50.

1612B

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

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51.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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52.

1475B

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

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53.

1475A

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Quality: 86,816 global accepts · Rating: 900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: math, number theory

[AFewSuns's solution](#)

54.

747B

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55.

1295A

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56.

1876A

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

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57.

1930B

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

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58.

1849B

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59.

476A

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

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60.

766B

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61.

1782B

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62.

1732A

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63.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

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64.

1584B

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

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65.

1613B

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66.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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67.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AFewSuns's solution](#)

68.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

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69.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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70.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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71.

714A

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Quality: 11,146 global accepts · Rating: 1100 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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72.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-18 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

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73.

721B

[Passwords](#) · [Tutorial](#)

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74.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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75.

1945C

[Left and Right Houses](#) · [Tutorial](#)

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76.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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77.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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78.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

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79.

1734C

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80.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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81.

1635C

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Quality: 25,133 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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- 82.**
1641A
[Great Sequence](#) · [Tutorial](#)
Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[AFewSuns's solution](#)
- 83.**
1642C
[Great Sequence](#) · [Tutorial](#)
Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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- 84.**
895A
[Pizza Separation](#) · [Tutorial](#)
Quality: 6,910 global accepts · Rating: 1200 · first AC: 2021-08-03 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation
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- 85.**
482A
[Diverse Permutation](#) · [Tutorial](#)
Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-01-27 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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- 86.**
1984C1
[Magnitude \(Easy Version\)](#) · [Tutorial](#)
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- 87.**
1945D
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- 88.**
770B
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- 89.**
1775B
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1649B
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- 91.**
1601A
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92.

1521B

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

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93.

227A

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94.

1612C

[Chat Ban](#) · [Tutorial](#)

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95.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

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96.

1029A

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97.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[AFewSuns's solution](#)

98.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AFewSuns's solution](#)

99.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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100.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AFewSuns's solution](#)

101.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AFewSuns's solution](#)

102.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AFewSuns's solution](#)

103.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[AFewSuns's solution](#)

104.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[AFewSuns's solution](#)

105.

1649C

[Weird Sum](#) · [Tutorial](#)

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

[AFewSuns's solution](#)

106.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[AFewSuns's solution](#)

107.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[AFewSuns's solution](#)

108.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AFewSuns's solution](#)

109.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-28 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[AFewSuns's solution](#)

110.

2153C

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

Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[AFewSuns's solution](#)

111.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[AFewSuns's solution](#)

112.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[AFewSuns's solution](#)

113.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2023-06-06 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AFewSuns's solution](#)

114.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AFewSuns's solution](#)

115.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[AFewSuns's solution](#)

116.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[AFewSuns's solution](#)

117.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[AFewSuns's solution](#)

118.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AFewSuns's solution](#)

119.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings

[AFewSuns's solution](#)

120.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[AFewSuns's solution](#)

121.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, sortings

[AFewSuns's solution](#)

122.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, greedy

[AFewSuns's solution](#)

123.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[AFewSuns's solution](#)

124.

1801A

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

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[AFewSuns's solution](#)

125.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AFewSuns's solution](#)

126.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[AFewSuns's solution](#)

127.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[AFewSuns's solution](#)

128.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AFewSuns's solution](#)

129.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[AFewSuns's solution](#)

130.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AFewSuns's solution](#)

131.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AFewSuns's solution](#)

132.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: trees

[AFewSuns's solution](#)

133.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AFewSuns's solution](#)

134.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AFewSuns's solution](#)

135.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AFewSuns's solution](#)

136.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[AFewSuns's solution](#)

137.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[AFewSuns's solution](#)

138.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[AFewSuns's solution](#)

139.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AFewSuns's solution](#)

140.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AFewSuns's solution](#)

141.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings

[AFewSuns's solution](#)

142.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[AFewSuns's solution](#)

143.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AFewSuns's solution](#)

144.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[AFewSuns's solution](#)

145.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AFewSuns's solution](#)

146.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AFewSuns's solution](#)

147.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[AFewSuns's solution](#)

148.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[AFewSuns's solution](#)

149.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AFewSuns's solution](#)

150.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AFewSuns's solution](#)

151.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[AFewSuns's solution](#)

152.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AFewSuns's solution](#)

153.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[AFewSuns's solution](#)

154.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[AFewSuns's solution](#)

155.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AFewSuns's solution](#)

156.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[AFewSuns's solution](#)

157.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[AFewSuns's solution](#)

158.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[AFewSuns's solution](#)

159.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[AFewSuns's solution](#)

160.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[AFewSuns's solution](#)

161.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[AFewSuns's solution](#)

162.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[AFewSuns's solution](#)

163.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[AFewSuns's solution](#)

164.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[AFewSuns's solution](#)

165.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[AFewSuns's solution](#)

166.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AFewSuns's solution](#)

167.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AFewSuns's solution](#)

168.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2021-03-07 · last AC: 2021-11-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[AFewSuns's solution](#)

169.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

170.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[AFewSuns's solution](#)

171.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[AFewSuns's solution](#)

172.

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[AFewSuns's solution](#)

173.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[AFewSuns's solution](#)

174.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AFewSuns's solution](#)

175.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[AFewSuns's solution](#)

176.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[AFewSuns's solution](#)

177.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[AFewSuns's solution](#)

178.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[AFewSuns's solution](#)

179.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[AFewSuns's solution](#)

180.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[AFewSuns's solution](#)

181.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, dp, greedy, sortings

[AFewSuns's solution](#)

182.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AFewSuns's solution](#)

183.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[AFewSuns's solution](#)

184.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[AFewSuns's solution](#)

185.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[AFewSuns's solution](#)

186.

1649E

[Tyler and Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[AFewSuns's solution](#)

187.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[AFewSuns's solution](#)

188.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[AFewSuns's solution](#)

189.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[AFewSuns's solution](#)

190.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[AFewSuns's solution](#)

191.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

192.

1602D

[Frog Traveler](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[AFewSuns's solution](#)

193.

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AFewSuns's solution](#)

194.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[AFewSuns's solution](#)

195.

1184E1

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

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[AFewSuns's solution](#)

196.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

197.

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AFewSuns's solution](#)

198.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2021-04-03 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[AFewSuns's solution](#)

199.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AFewSuns's solution](#)

200.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[AFewSuns's solution](#)

201.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[AFewSuns's solution](#)

202.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[AFewSuns's solution](#)

203.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[AFewSuns's solution](#)

204.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[AFewSuns's solution](#)

205.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AFewSuns's solution](#)

206.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AFewSuns's solution](#)

207.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AFewSuns's solution](#)

208.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AFewSuns's solution](#)

209.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[AFewSuns's solution](#)

210.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[AFewSuns's solution](#)

211.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[AFewSuns's solution](#)

212.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[AFewSuns's solution](#)

213.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AFewSuns's solution](#)

214.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[AFewSuns's solution](#)

215.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AFewSuns's solution](#)

216.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[AFewSuns's solution](#)

217.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-18 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AFewSuns's solution](#)

218.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[AFewSuns's solution](#)

219.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[AFewSuns's solution](#)

220.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[AFewSuns's solution](#)

221.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp,

trees

[AFewSuns's solution](#)

222.

1589D

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

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

[AFewSuns's solution](#)

223.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AFewSuns's solution](#)

224.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[AFewSuns's solution](#)

225.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AFewSuns's solution](#)

226.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[AFewSuns's solution](#)

227.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[AFewSuns's solution](#)

228.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[AFewSuns's solution](#)

229.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[AFewSuns's solution](#)

230.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: *special, data structures

[AFewSuns's solution](#)

231.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[AFewSuns's solution](#)

232.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[AFewSuns's solution](#)

233.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[AFewSuns's solution](#)

234.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[AFewSuns's solution](#)

235.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AFewSuns's solution](#)

236.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[AFewSuns's solution](#)

237.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AFewSuns's solution](#)

238.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[AFewSuns's solution](#)

239.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[AFewSuns's solution](#)

240.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[AFewSuns's solution](#)

241.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AFewSuns's solution](#)

242.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[AFewSuns's solution](#)

243.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AFewSuns's solution](#)

244.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AFewSuns's solution](#)

245.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[AFewSuns's solution](#)

246.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[AFewSuns's solution](#)

247.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AFewSuns's solution](#)

248.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[AFewSuns's solution](#)

249.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[AFewSuns's solution](#)

250.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[AFewSuns's solution](#)

251.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AFewSuns's solution](#)

252.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[AFewSuns's solution](#)

253.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AFewSuns's solution](#)

254.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[AFewSuns's solution](#)

255.

1184E2

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

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[AFewSuns's solution](#)

256.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[AFewSuns's solution](#)

257.

609E

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

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AFewSuns's solution](#)

258.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[AFewSuns's solution](#)

259.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[AFewSuns's solution](#)

260.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AFewSuns's solution](#)

261.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[AFewSuns's solution](#)

262.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[AFewSuns's solution](#)

263.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[AFewSuns's solution](#)

264.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[AFewSuns's solution](#)

265.

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math
[AFewSuns's solution](#)

266.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[AFewSuns's solution](#)

267.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[AFewSuns's solution](#)

268.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[AFewSuns's solution](#)

269.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[AFewSuns's solution](#)

270.

1642E

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

Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[AFewSuns's solution](#)

271.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[AFewSuns's solution](#)

272.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

273.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[AFewSuns's solution](#)

274.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[AFewSuns's solution](#)

275.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

276.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

277.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[AFewSuns's solution](#)

278.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AFewSuns's solution](#)

279.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AFewSuns's solution](#)

280.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AFewSuns's solution](#)

281.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[AFewSuns's solution](#)

282.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

283.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[AFewSuns's solution](#)

284.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[AFewSuns's solution](#)

285.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[AFewSuns's solution](#)

286.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AFewSuns's solution](#)

287.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[AFewSuns's solution](#)

288.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[AFewSuns's solution](#)

289.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[AFewSuns's solution](#)

290.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[AFewSuns's solution](#)

291.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

292.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[AFewSuns's solution](#)

293.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[AFewSuns's solution](#)

294.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[AFewSuns's solution](#)

295.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures
[AFewSuns's solution](#)

296.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, ternary search
[AFewSuns's solution](#)

297.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers
[AFewSuns's solution](#)

298.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[AFewSuns's solution](#)

299.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[AFewSuns's solution](#)

300.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[AFewSuns's solution](#)

301.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[AFewSuns's solution](#)

302.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[AFewSuns's solution](#)

303.

570E

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

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AFewSuns's solution](#)

304.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[AFewSuns's solution](#)

305.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[AFewSuns's solution](#)

306.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[AFewSuns's solution](#)

307.

772C

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

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[AFewSuns's solution](#)

308.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AFewSuns's solution](#)

309.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AFewSuns's solution](#)

310.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[AFewSuns's solution](#)

311.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[AFewSuns's solution](#)

312.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[AFewSuns's solution](#)

313.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[AFewSuns's solution](#)

314.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[AFewSuns's solution](#)

315.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AFewSuns's solution](#)

316.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AFewSuns's solution](#)

317.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[AFewSuns's solution](#)

318.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AFewSuns's solution](#)

319.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[AFewSuns's solution](#)

320.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

321.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

322.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[AFewSuns's solution](#)

323.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[AFewSuns's solution](#)

324.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AFewSuns's solution](#)

325.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[AFewSuns's solution](#)

326.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[AFewSuns's solution](#)

327.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures

[AFewSuns's solution](#)

328.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[AFewSuns's solution](#)

329.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[AFewSuns's solution](#)

330.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: flows

[AFewSuns's solution](#)

331.

2153E

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

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AFewSuns's solution](#)

332.

1866L

[Lihmfuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[AFewSuns's solution](#)

333.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy,

trees

[AFewSuns's solution](#)

334.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AFewSuns's solution](#)

335.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[AFewSuns's solution](#)

336.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AFewSuns's solution](#)

337.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[AFewSuns's solution](#)

338.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[AFewSuns's solution](#)

339.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: flows

[AFewSuns's solution](#)

340.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[AFewSuns's solution](#)

341.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

342.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2023-10-27 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

343.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AFewSuns's solution](#)

344.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

345.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AFewSuns's solution](#)

346.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[AFewSuns's solution](#)

347.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[AFewSuns's solution](#)

348.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[AFewSuns's solution](#)

349.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

350.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[AFewSuns's solution](#)

351.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

352.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[AFewSuns's solution](#)

353.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[AFewSuns's solution](#)

354.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AFewSuns's solution](#)

355.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AFewSuns's solution](#)

356.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[AFewSuns's solution](#)

357.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AFewSuns's solution](#)

358.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[AFewSuns's solution](#)

359.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[AFewSuns's solution](#)

360.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[AFewSuns's solution](#)

361.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AFewSuns's solution](#)

362.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AFewSuns's solution](#)

363.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[AFewSuns's solution](#)

364.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[AFewSuns's solution](#)

365.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[AFewSuns's solution](#)

366.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AFewSuns's solution](#)

367.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[AFewSuns's solution](#)

368.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[AFewSuns's solution](#)

369.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[AFewSuns's solution](#)

370.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

371.

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

372.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AFewSuns's solution](#)

373.

1080F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[AFewSuns's solution](#)

374.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[AFewSuns's solution](#)

375.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[AFewSuns's solution](#)

376.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[AFewSuns's solution](#)

377.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[AFewSuns's solution](#)

378.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[AFewSuns's solution](#)

379.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[AFewSuns's solution](#)

380.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[AFewSuns's solution](#)

381.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[AFewSuns's solution](#)

382.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[AFewSuns's solution](#)

383.

832C

[Strange Radiation](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[AFewSuns's solution](#)

384.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AFewSuns's solution](#)

385.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[AFewSuns's solution](#)

386.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AFewSuns's solution](#)

387.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-05-01 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[AFewSuns's solution](#)

388.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[AFewSuns's solution](#)

389.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AFewSuns's solution](#)

390.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[AFewSuns's solution](#)

391.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AFewSuns's solution](#)

392.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[AFewSuns's solution](#)

393.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[AFewSuns's solution](#)

394.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AFewSuns's solution](#)

395.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[AFewSuns's solution](#)

396.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[AFewSuns's solution](#)

397.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AFewSuns's solution](#)

398.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[AFewSuns's solution](#)

399.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[AFewSuns's solution](#)

400.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[AFewSuns's solution](#)

401.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities

[AFewSuns's solution](#)

402.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[AFewSuns's solution](#)

403.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[AFewSuns's solution](#)

404.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AFewSuns's solution](#)

405.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[AFewSuns's solution](#)

406.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[AFewSuns's solution](#)

407.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[AFewSuns's solution](#)

408.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AFewSuns's solution](#)

409.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[AFewSuns's solution](#)

410.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[AFewSuns's solution](#)

411.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[AFewSuns's solution](#)

412.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[AFewSuns's solution](#)

413.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[AFewSuns's solution](#)

414.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[AFewSuns's solution](#)

415.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[AFewSuns's solution](#)

416.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[AFewSuns's solution](#)

417.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[AFewSuns's solution](#)

418.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[AFewSuns's solution](#)

419.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[AFewSuns's solution](#)

420.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[AFewSuns's solution](#)

421.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[AFewSuns's solution](#)

422.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[AFewSuns's solution](#)

423.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[AFewSuns's solution](#)

424.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[AFewSuns's solution](#)

425.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AFewSuns's solution](#)

426.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[AFewSuns's solution](#)

427.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[AFewSuns's solution](#)

428.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, probabilities

[AFewSuns's solution](#)

429.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-07-20 · last AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures

[AFewSuns's solution](#)

430.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[AFewSuns's solution](#)

431.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[AFewSuns's solution](#)

432.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[AFewSuns's solution](#)

433.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[AFewSuns's solution](#)

434.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[AFewSuns's solution](#)

435.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AFewSuns's solution](#)

436.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[AFewSuns's solution](#)

437.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[AFewSuns's solution](#)

438.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AFewSuns's solution](#)

439.

811E

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

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[AFewSuns's solution](#)

440.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

441.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[AFewSuns's solution](#)

442.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[AFewSuns's solution](#)

443.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-03-14 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AFewSuns's solution](#)

444.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AFewSuns's solution](#)

445.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[AFewSuns's solution](#)

446.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[AFewSuns's solution](#)

447.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AFewSuns's solution](#)

448.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[AFewSuns's solution](#)

449.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[AFewSuns's solution](#)

450.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[AFewSuns's solution](#)

451.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

452.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[AFewSuns's solution](#)

453.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[AFewSuns's solution](#)

454.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[AFewSuns's solution](#)

455.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

456.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AFewSuns's solution](#)

457.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AFewSuns's solution](#)

458.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AFewSuns's solution](#)

459.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[AFewSuns's solution](#)

460.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[AFewSuns's solution](#)

461.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[AFewSuns's solution](#)

462.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[AFewSuns's solution](#)

463.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AFewSuns's solution](#)

464.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[AFewSuns's solution](#)

465.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[AFewSuns's solution](#)

466.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[AFewSuns's solution](#)

467.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

468.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AFewSuns's solution](#)

469.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures

[AFewSuns's solution](#)

470.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[AFewSuns's solution](#)

471.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[AFewSuns's solution](#)

472.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-01-08 · last AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[AFewSuns's solution](#)

473.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[AFewSuns's solution](#)

474.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AFewSuns's solution](#)

475.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-07-15 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[AFewSuns's solution](#)

476.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[AFewSuns's solution](#)

477.

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[AFewSuns's solution](#)

478.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[AFewSuns's solution](#)

479.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[AFewSuns's solution](#)

480.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-05 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[AFewSuns's solution](#)

481.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[AFewSuns's solution](#)

482.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[AFewSuns's solution](#)

483.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[AFewSuns's solution](#)

484.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[AFewSuns's solution](#)

485.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[AFewSuns's solution](#)

486.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[AFewSuns's solution](#)

487.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AFewSuns's solution](#)

488.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

489.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[AFewSuns's solution](#)

490.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[AFewSuns's solution](#)

491.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AFewSuns's solution](#)

492.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AFewSuns's solution](#)

493.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[AFewSuns's solution](#)

494.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AFewSuns's solution](#)

495.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[AFewSuns's solution](#)

496.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[AFewSuns's solution](#)

497.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[AFewSuns's solution](#)

498.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AFewSuns's solution](#)

499.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[AFewSuns's solution](#)

500.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[AFewSuns's solution](#)

501.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-03-18 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[AFewSuns's solution](#)

502.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[AFewSuns's solution](#)

503.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[AFewSuns's solution](#)

504.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[AFewSuns's solution](#)

505.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AFewSuns's solution](#)

506.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2023-09-11 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[AFewSuns's solution](#)

507.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[AFewSuns's solution](#)

508.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[AFewSuns's solution](#)

509.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[AFewSuns's solution](#)

510.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[AFewSuns's solution](#)

511.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[AFewSuns's solution](#)

512.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AFewSuns's solution](#)

513.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[AFewSuns's solution](#)

514.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[AFewSuns's solution](#)

515.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

516.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AFewSuns's solution](#)

517.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[AFewSuns's solution](#)

518.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[AFewSuns's solution](#)

519.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

520.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AFewSuns's solution](#)

521.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[AFewSuns's solution](#)

522.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[AFewSuns's solution](#)

523.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[AFewSuns's solution](#)

524.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings

[AFewSuns's solution](#)

525.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[AFewSuns's solution](#)

526.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AFewSuns's solution](#)

527.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[AFewSuns's solution](#)

528.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[AFewSuns's solution](#)

529.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

530.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

531.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[AFewSuns's solution](#)

532.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[AFewSuns's solution](#)

533.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

534.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AFewSuns's solution](#)

535.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AFewSuns's solution](#)

536.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[AFewSuns's solution](#)

537.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AFewSuns's solution](#)

538.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[AFewSuns's solution](#)

539.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[AFewSuns's solution](#)

540.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-06-12 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[AFewSuns's solution](#)

541.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[AFewSuns's solution](#)

542.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[AFewSuns's solution](#)

543.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AFewSuns's solution](#)

544.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-02-14 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[AFewSuns's solution](#)

545.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AFewSuns's solution](#)

546.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[AFewSuns's solution](#)

547.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[AFewSuns's solution](#)

548.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[AFewSuns's solution](#)

549.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[AFewSuns's solution](#)

550.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

551.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[AFewSuns's solution](#)

552.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-11-10 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AFewSuns's solution](#)

553.

1672I

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

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AFewSuns's solution](#)

554.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[AFewSuns's solution](#)

555.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AFewSuns's solution](#)

556.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[AFewSuns's solution](#)

557.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[AFewSuns's solution](#)

558.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[AFewSuns's solution](#)

559.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[AFewSuns's solution](#)

560.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[AFewSuns's solution](#)

561.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[AFewSuns's solution](#)

562.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[AFewSuns's solution](#)

563.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[AFewSuns's solution](#)

564.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[AFewSuns's solution](#)

565.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[AFewSuns's solution](#)

566.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[AFewSuns's solution](#)

567.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[AFewSuns's solution](#)

568.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[AFewSuns's solution](#)

569.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AFewSuns's solution](#)

570.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

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571.

1776M

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Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, trees

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572.

1616H

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Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-11-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

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573.

429E

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Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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574.

1572E

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Quality: 374 global accepts · Rating: 3000 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

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575.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

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576.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
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577.

1175G

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Quality: 707 global accepts · Rating: 3000 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
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578.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[AFewSuns's solution](#)

579.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[AFewSuns's solution](#)

580.

798E

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

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[AFewSuns's solution](#)

581.

852H

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Quality: 173 global accepts · Rating: 3000 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[AFewSuns's solution](#)

582.

914F

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Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[AFewSuns's solution](#)

583.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[AFewSuns's solution](#)

584.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[AFewSuns's solution](#)

585.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[AFewSuns's solution](#)

586.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[AFewSuns's solution](#)

587.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[AFewSuns's solution](#)

588.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[AFewSuns's solution](#)

589.

542B

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Quality: 230 global accepts · Rating: 3100 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

590.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

591.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[AFewSuns's solution](#)

592.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[AFewSuns's solution](#)

593.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[AFewSuns's solution](#)

594.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[AFewSuns's solution](#)

595.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[AFewSuns's solution](#)

596.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[AFewSuns's solution](#)

597.

1882E2

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

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

598.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[AFewSuns's solution](#)

599.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[AFewSuns's solution](#)

600.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AFewSuns's solution](#)

601.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-02 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[AFewSuns's solution](#)

602.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[AFewSuns's solution](#)

603.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-06-16 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[AFewSuns's solution](#)

604.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-06-12 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

605.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AFewSuns's solution](#)

606.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

607.

1250K

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[AFewSuns's solution](#)

608.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AFewSuns's solution](#)

609.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AFewSuns's solution](#)

610.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[AFewSuns's solution](#)

611.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AFewSuns's solution](#)

612.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

613.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

614.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[AFewSuns's solution](#)

615.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AFewSuns's solution](#)

616.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AFewSuns's solution](#)

617.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AFewSuns's solution](#)

618.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[AFewSuns's solution](#)

619.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[AFewSuns's solution](#)

620.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[AFewSuns's solution](#)

621.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[AFewSuns's solution](#)

622.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[AFewSuns's solution](#)

623.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[AFewSuns's solution](#)

624.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AFewSuns's solution](#)

625.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[AFewSuns's solution](#)

626.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory, trees

[AFewSuns's solution](#)

627.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[AFewSuns's solution](#)

628.

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

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629.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-07-07 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[AFewSuns's solution](#)

630.

1081G

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[AFewSuns's solution](#)

631.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AFewSuns's solution](#)

632.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[AFewSuns's solution](#)

633.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: trees

[AFewSuns's solution](#)

634.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[AFewSuns's solution](#)

635.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[AFewSuns's solution](#)

636.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[AFewSuns's solution](#)

637.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: flows

[AFewSuns's solution](#)

638.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[AFewSuns's solution](#)

639.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[AFewSuns's solution](#)

640.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[AFewSuns's solution](#)

641.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[AFewSuns's solution](#)

642.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[AFewSuns's solution](#)

643.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[AFewSuns's solution](#)

644.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AFewSuns's solution](#)

645.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[AFewSuns's solution](#)

646.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[AFewSuns's solution](#)

647.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[AFewSuns's solution](#)

648.

827F

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

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[AFewSuns's solution](#)

649.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

650.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[AFewSuns's solution](#)

651.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

652.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[AFewSuns's solution](#)

653.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AFewSuns's solution](#)

654.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AFewSuns's solution](#)

655.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[AFewSuns's solution](#)

656.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AFewSuns's solution](#)

657.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AFewSuns's solution](#)

658.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[AFewSuns's solution](#)

659.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

660.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[AFewSuns's solution](#)

661.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

662.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-08 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[AFewSuns's solution](#)

663.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[AFewSuns's solution](#)

664.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[AFewSuns's solution](#)

665.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[AFewSuns's solution](#)

666.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AFewSuns's solution](#)

667.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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668.

1556G

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

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[AFewSuns's solution](#)

669.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[AFewSuns's solution](#)

670.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AFewSuns's solution](#)

671.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[AFewSuns's solution](#)

672.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[AFewSuns's solution](#)

673.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AFewSuns's solution](#)

674.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

675.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFewSuns's solution](#)

676.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[AFewSuns's solution](#)

677.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[AFewSuns's solution](#)

678.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, probabilities

[AFewSuns's solution](#)

679.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

680.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

681.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, math

[AFewSuns's solution](#)

682.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[AFewSuns's solution](#)

683.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

684.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[AFewSuns's solution](#)

685.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math

[AFewSuns's solution](#)

686.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[AFewSuns's solution](#)

687.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[AFewSuns's solution](#)

688.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[AFewSuns's solution](#)

689.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

690.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[AFewSuns's solution](#)

691.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[AFewSuns's solution](#)

692.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AFewSuns's solution](#)

693.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[AFewSuns's solution](#)

694.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

695.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[AFewSuns's solution](#)

696.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[AFewSuns's solution](#)

697.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[AFewSuns's solution](#)

698.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[AFewSuns's solution](#)

699.

1776N

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

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[AFewSuns's solution](#)

700.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[AFewSuns's solution](#)

701.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, math, number theory

[AFewSuns's solution](#)

702.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[AFewSuns's solution](#)

703.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[AFewSuns's solution](#)

704.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[AFewSuns's solution](#)

705.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[AFewSuns's solution](#)

706.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[AFewSuns's solution](#)

707.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

708.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[AFewSuns's solution](#)

709.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[AFewSuns's solution](#)

710.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[AFewSuns's solution](#)

711.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer

[AFewSuns's solution](#)

712.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AFewSuns's solution](#)

713.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[AFewSuns's solution](#)

714.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[AFewSuns's solution](#)

715.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[AFewSuns's solution](#)

716.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, trees

[AFewSuns's solution](#)

717.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AFewSuns's solution](#)

718.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[AFewSuns's solution](#)

719.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[AFewSuns's solution](#)

720.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AFewSuns's solution](#)

721.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AFewSuns's solution](#)

722.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[AFewSuns's solution](#)

723.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AFewSuns's solution](#)

724.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AFewSuns's solution](#)

725.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[AFewSuns's solution](#)

726.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[AFewSuns's solution](#)

727.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AFewSuns's solution](#)

728.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[AFewSuns's solution](#)

729.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AFewSuns's solution](#)

730.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[AFewSuns's solution](#)

731.

undefined268

[Hyper Almost Permutative String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

732.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[AFewSuns's solution](#)

733.

104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

734.

104197G

[Graph Problem With Small \$n\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

735.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

736.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

737.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

738.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)

739.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[AFewSuns's solution](#)