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Unique solved — A cat with a hat

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

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

Filters: none

Count: 575

1.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [brute force](#), [expression parsing](#), [math](#), [schedules](#)

[A cat with a hat's solution](#)

2.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)

[A cat with a hat's solution](#)

3.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: [greedy](#)

[A cat with a hat's solution](#)

4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[A cat with a hat's solution](#)

5.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

[A cat with a hat's solution](#)

6.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

[A cat with a hat's solution](#)

7.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-24 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [math](#)

[A cat with a hat's solution](#)

8.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

[A cat with a hat's solution](#)

9.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [sortings](#)

[A cat with a hat's solution](#)

10.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[A_cat_with_a_hat's solution](#)

11.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[A_cat_with_a_hat's solution](#)

12.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[A_cat_with_a_hat's solution](#)

13.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[A_cat_with_a_hat's solution](#)

14.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[A_cat_with_a_hat's solution](#)

15.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[A_cat_with_a_hat's solution](#)

16.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,556 global accepts · Rating: 800 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: *special, implementation
[A_cat_with_a_hat's solution](#)

17.

231A

[Team](#) · [Tutorial](#)

Quality: 430,377 global accepts · Rating: 800 · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[A_cat_with_a_hat's solution](#)

18.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,395 global accepts · Rating: 800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: implementation
[A_cat_with_a_hat's solution](#)

19.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[A_cat_with_a_hat's solution](#)

20.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[A_cat_with_a_hat's solution](#)

21.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: brute force, math

[A cat with a hat's solution](#)

22.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[A cat with a hat's solution](#)

23.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2025-01-29 · Python 3 (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

24.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[A cat with a hat's solution](#)

25.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[A cat with a hat's solution](#)

26.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[A cat with a hat's solution](#)

27.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: math

[A cat with a hat's solution](#)

28.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,512 global accepts · Rating: 800 · first AC: 2024-05-14 · PyPy 3 (first AC) · Tags: implementation, sortings

[A cat with a hat's solution](#)

29.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

30.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,053 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[A cat with a hat's solution](#)

31.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[A_cat_with_a_hat's solution](#)

32.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[A_cat_with_a_hat's solution](#)

33.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[A_cat_with_a_hat's solution](#)

34.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: games, greedy

[A_cat_with_a_hat's solution](#)

35.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy

[A_cat_with_a_hat's solution](#)

36.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: implementation, math

[A_cat_with_a_hat's solution](#)

37.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: greedy

[A_cat_with_a_hat's solution](#)

38.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: games, math

[A_cat_with_a_hat's solution](#)

39.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[A_cat_with_a_hat's solution](#)

40.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[A_cat_with_a_hat's solution](#)

41.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: implementation, strings

[A_cat_with_a_hat's solution](#)

42.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: greedy

[A cat with a hat's solution](#)

43.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: greedy

[A cat with a hat's solution](#)

44.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[A cat with a hat's solution](#)

45.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

46.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[A cat with a hat's solution](#)

47.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2023-08-20 · PyPy 3-64 (first AC) · Tags: greedy, math

[A cat with a hat's solution](#)

48.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: implementation, math

[A cat with a hat's solution](#)

49.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,077 global accepts · Rating: 800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[A cat with a hat's solution](#)

50.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[A cat with a hat's solution](#)

51.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,387 global accepts · Rating: 800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[A cat with a hat's solution](#)

52.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: games, math

[A cat with a hat's solution](#)

53.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, trees

[A cat with a hat's solution](#)

54.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[A cat with a hat's solution](#)

55.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 800 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: strings

[A cat with a hat's solution](#)

56.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[A cat with a hat's solution](#)

57.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: math

[A cat with a hat's solution](#)

58.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[A cat with a hat's solution](#)

59.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[A cat with a hat's solution](#)

60.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, number theory

[A cat with a hat's solution](#)

61.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,477 global accepts · Rating: 800 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[A cat with a hat's solution](#)

62.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[A cat with a hat's solution](#)

63.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: strings

[A cat with a hat's solution](#)

64.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: implementation, strings

[A cat with a hat's solution](#)

65.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[A cat with a hat's solution](#)

66.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[A cat with a hat's solution](#)

67.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,392 global accepts · Rating: 800 · first AC: 2023-02-26 · PyPy 3-64 (first AC) · Tags: strings

[A cat with a hat's solution](#)

68.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings, two pointers

[A cat with a hat's solution](#)

69.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[A cat with a hat's solution](#)

70.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

71.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[A cat with a hat's solution](#)

72.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[A cat with a hat's solution](#)

73.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[A cat with a hat's solution](#)

74.

2062B

[Clockwork](#) · [Tutorial](#)

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

[A cat with a hat's solution](#)

75.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[A cat with a hat's solution](#)

76.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[A cat with a hat's solution](#)

77.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

78.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

79.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[A cat with a hat's solution](#)

80.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: games, math

[A cat with a hat's solution](#)

81.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[A cat with a hat's solution](#)

82.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: math, number theory

[A cat with a hat's solution](#)

83.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[A cat with a hat's solution](#)

84.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

85.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-03-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

86.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

87.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy

[A cat with a hat's solution](#)

88.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[A cat with a hat's solution](#)

89.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,922 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[A cat with a hat's solution](#)

90.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[A cat with a hat's solution](#)

91.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

92.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[A cat with a hat's solution](#)

93.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[A cat with a hat's solution](#)

94.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[A cat with a hat's solution](#)

95.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[A cat with a hat's solution](#)

96.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A_cat_with_a_hat's solution](#)

97.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[A_cat_with_a_hat's solution](#)

98.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: greedy, strings

[A_cat_with_a_hat's solution](#)

99.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: implementation, strings

[A_cat_with_a_hat's solution](#)

100.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[A_cat_with_a_hat's solution](#)

101.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[A_cat_with_a_hat's solution](#)

102.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[A_cat_with_a_hat's solution](#)

103.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[A_cat_with_a_hat's solution](#)

104.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[A_cat_with_a_hat's solution](#)

105.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[A_cat_with_a_hat's solution](#)

106.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: implementation, math

[A cat with a hat's solution](#)

107.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[A cat with a hat's solution](#)

108.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[A cat with a hat's solution](#)

109.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[A cat with a hat's solution](#)

110.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, sortings

[A cat with a hat's solution](#)

111.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: brute force, sortings, two pointers

[A cat with a hat's solution](#)

112.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[A cat with a hat's solution](#)

113.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[A cat with a hat's solution](#)

114.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[A cat with a hat's solution](#)

115.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-03-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[A cat with a hat's solution](#)

116.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[A cat with a hat's solution](#)

117.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math

[A cat with a hat's solution](#)

118.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[A cat with a hat's solution](#)

119.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[A cat with a hat's solution](#)

120.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[A cat with a hat's solution](#)

121.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[A cat with a hat's solution](#)

122.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: implementation, math

[A cat with a hat's solution](#)

123.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[A cat with a hat's solution](#)

124.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[A cat with a hat's solution](#)

125.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[A cat with a hat's solution](#)

126.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[A cat with a hat's solution](#)

127.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[A cat with a hat's solution](#)

128.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[A cat with a hat's solution](#)

129.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

130.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[A cat with a hat's solution](#)

131.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[A cat with a hat's solution](#)

132.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, hashing, strings

[A cat with a hat's solution](#)

133.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[A cat with a hat's solution](#)

134.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,034 global accepts · Rating: 1200 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: implementation

[A cat with a hat's solution](#)

135.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[A cat with a hat's solution](#)

136.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[A cat with a hat's solution](#)

137.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[A cat with a hat's solution](#)

138.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[A cat with a hat's solution](#)

139.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[A cat with a hat's solution](#)

140.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

141.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[A cat with a hat's solution](#)

142.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[A cat with a hat's solution](#)

143.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[A cat with a hat's solution](#)

144.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[A cat with a hat's solution](#)

145.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[A cat with a hat's solution](#)

146.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[A cat with a hat's solution](#)

147.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[A cat with a hat's solution](#)

148.

1754C1

[Make Nonzero Sum \(easy version\) · Tutorial](#)

Rating: 1300 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[A_cat_with_a_hat's solution](#)

149.

1846E1

[Rudolf and Snowflakes \(simple version\) · Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[A_cat_with_a_hat's solution](#)

150.

1844C

[Particles · Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[A_cat_with_a_hat's solution](#)

151.

1826C

[Dreaming of Freedom · Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[A_cat_with_a_hat's solution](#)

152.

1820C

[Constructive Problem · Tutorial](#)

Rating: 1300 · first AC: 2023-05-01 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[A_cat_with_a_hat's solution](#)

153.

1823C

[Strongly Composite · Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[A_cat_with_a_hat's solution](#)

154.

1821C

[Tear It Apart · Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[A_cat_with_a_hat's solution](#)

155.

1816C

[Iai and Array Sorting · Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: math, sortings

[A_cat_with_a_hat's solution](#)

156.

1794C

[Scoring Subsequences · Tutorial](#)

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[A_cat_with_a_hat's solution](#)

157.

1778B

[The Forbidden Permutation · Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-23 · PyPy 3-64 (first AC) · Tags: greedy, math

[A_cat_with_a_hat's solution](#)

158.

230B

[T-primes · Tutorial](#)

Quality: 95,849 global accepts · Rating: 1300 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory

[A_cat_with_a_hat's solution](#)

159.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[A cat with a hat's solution](#)

160.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[A cat with a hat's solution](#)

161.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

162.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[A cat with a hat's solution](#)

163.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[A cat with a hat's solution](#)

164.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[A cat with a hat's solution](#)

165.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[A cat with a hat's solution](#)

166.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[A cat with a hat's solution](#)

167.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[A cat with a hat's solution](#)

168.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[A cat with a hat's solution](#)

169.

1894C

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

Quality: 1400 · first AC: 2023-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation

[A_cat_with_a_hat's solution](#)

170.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A_cat_with_a_hat's solution](#)

171.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, games, greedy

[A_cat_with_a_hat's solution](#)

172.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy

[A_cat_with_a_hat's solution](#)

173.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[A_cat_with_a_hat's solution](#)

174.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[A_cat_with_a_hat's solution](#)

175.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,204 global accepts · Rating: 1400 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[A_cat_with_a_hat's solution](#)

176.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[A_cat_with_a_hat's solution](#)

177.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[A_cat_with_a_hat's solution](#)

178.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[A_cat_with_a_hat's solution](#)

179.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[A cat with a hat's solution](#)

180.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[A cat with a hat's solution](#)

181.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[A cat with a hat's solution](#)

182.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[A cat with a hat's solution](#)

183.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[A cat with a hat's solution](#)

184.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[A cat with a hat's solution](#)

185.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[A cat with a hat's solution](#)

186.

1877D

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

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

[A cat with a hat's solution](#)

187.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[A cat with a hat's solution](#)

188.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[A cat with a hat's solution](#)

189.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures

[A cat with a hat's solution](#)

190.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory

[A cat with a hat's solution](#)

191.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[A cat with a hat's solution](#)

192.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[A cat with a hat's solution](#)

193.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: dp

[A cat with a hat's solution](#)

194.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[A cat with a hat's solution](#)

195.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

196.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[A cat with a hat's solution](#)

197.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[A cat with a hat's solution](#)

198.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[A cat with a hat's solution](#)

199.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[A cat with a hat's solution](#)

200.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2023-01-26 · PyPy 3-64 (first AC) · Tags: dp

[A_cat_with_a_hat's solution](#)

201.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[A_cat_with_a_hat's solution](#)

202.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[A_cat_with_a_hat's solution](#)

203.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[A_cat_with_a_hat's solution](#)

204.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[A_cat_with_a_hat's solution](#)

205.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[A_cat_with_a_hat's solution](#)

206.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[A_cat_with_a_hat's solution](#)

207.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A_cat_with_a_hat's solution](#)

208.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[A_cat_with_a_hat's solution](#)

209.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[A_cat_with_a_hat's solution](#)

210.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2023-09-17 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[A_cat_with_a_hat's solution](#)

211.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[A_cat_with_a_hat's solution](#)

212.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[A_cat_with_a_hat's solution](#)

213.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[A_cat_with_a_hat's solution](#)

214.

1754D

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

Rating: 1600 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: math

[A_cat_with_a_hat's solution](#)

215.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[A_cat_with_a_hat's solution](#)

216.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[A_cat_with_a_hat's solution](#)

217.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[A_cat_with_a_hat's solution](#)

218.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-21 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[A_cat_with_a_hat's solution](#)

219.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[A_cat_with_a_hat's solution](#)

220.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[A cat with a hat's solution](#)

221.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: binary search, math
[A cat with a hat's solution](#)

222.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-02-24 · PyPy 3-64 (first AC) · Tags: binary search, interactive
[A cat with a hat's solution](#)

223.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[A cat with a hat's solution](#)

224.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[A cat with a hat's solution](#)

225.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[A cat with a hat's solution](#)

226.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[A cat with a hat's solution](#)

227.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[A cat with a hat's solution](#)

228.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[A cat with a hat's solution](#)

229.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory
[A cat with a hat's solution](#)

230.

2124D

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

Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[A cat with a hat's solution](#)

231.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[A cat with a hat's solution](#)

232.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[A cat with a hat's solution](#)

233.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[A cat with a hat's solution](#)

234.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[A cat with a hat's solution](#)

235.

1869D1

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

Rating: 1700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[A cat with a hat's solution](#)

236.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[A cat with a hat's solution](#)

237.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[A cat with a hat's solution](#)

238.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[A cat with a hat's solution](#)

239.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[A cat with a hat's solution](#)

240.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[A cat with a hat's solution](#)

241.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[A cat with a hat's solution](#)

242.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[A cat with a hat's solution](#)

243.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[A cat with a hat's solution](#)

244.

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[A cat with a hat's solution](#)

245.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games

[A cat with a hat's solution](#)

246.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[A cat with a hat's solution](#)

247.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-12 · PyPy 3-64 (first AC) · Tags: binary search, math

[A cat with a hat's solution](#)

248.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

[A cat with a hat's solution](#)

249.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[A cat with a hat's solution](#)

250.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[A cat with a hat's solution](#)

251.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[A cat with a hat's solution](#)

252.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[A cat with a hat's solution](#)

253.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[A cat with a hat's solution](#)

254.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[A cat with a hat's solution](#)

255.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[A cat with a hat's solution](#)

256.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[A cat with a hat's solution](#)

257.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[A cat with a hat's solution](#)

258.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[A cat with a hat's solution](#)

259.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[A cat with a hat's solution](#)

260.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[A cat with a hat's solution](#)

261.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[A cat with a hat's solution](#)

262.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[A cat with a hat's solution](#)

263.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[A cat with a hat's solution](#)

264.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[A cat with a hat's solution](#)

265.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[A cat with a hat's solution](#)

266.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[A cat with a hat's solution](#)

267.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: dp, greedy
[A cat with a hat's solution](#)

268.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[A cat with a hat's solution](#)

269.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[A cat with a hat's solution](#)

270.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[A cat with a hat's solution](#)

271.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[A cat with a hat's solution](#)

272.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[A cat with a hat's solution](#)

273.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[A cat with a hat's solution](#)

274.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[A cat with a hat's solution](#)

275.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[A cat with a hat's solution](#)

276.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[A cat with a hat's solution](#)

277.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[A cat with a hat's solution](#)

278.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-06-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math

[A cat with a hat's solution](#)

279.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-06-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, sortings, two pointers

[A cat with a hat's solution](#)

280.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-06-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[A cat with a hat's solution](#)

281.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp,

implementation, trees

[A cat with a hat's solution](#)

282.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[A cat with a hat's solution](#)

283.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[A cat with a hat's solution](#)

284.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-06-19 · PyPy 3-64 (first AC) · Tags: dp, flows, graph matchings, greedy

[A cat with a hat's solution](#)

285.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[A cat with a hat's solution](#)

286.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2023-06-19 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[A cat with a hat's solution](#)

287.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: dp, greedy

[A cat with a hat's solution](#)

288.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[A cat with a hat's solution](#)

289.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[A cat with a hat's solution](#)

290.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[A cat with a hat's solution](#)

291.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation,

strings

[A cat with a hat's solution](#)

292.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[A cat with a hat's solution](#)

293.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[A cat with a hat's solution](#)

294.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[A cat with a hat's solution](#)

295.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[A cat with a hat's solution](#)

296.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[A cat with a hat's solution](#)

297.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[A cat with a hat's solution](#)

298.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[A cat with a hat's solution](#)

299.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[A cat with a hat's solution](#)

300.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[A cat with a hat's solution](#)

301.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[A cat with a hat's solution](#)

302.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[A cat with a hat's solution](#)

303.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[A cat with a hat's solution](#)

304.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[A cat with a hat's solution](#)

305.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[A cat with a hat's solution](#)

306.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[A cat with a hat's solution](#)

307.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[A cat with a hat's solution](#)

308.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[A cat with a hat's solution](#)

309.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[A cat with a hat's solution](#)

310.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2023-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

311.

1480D1

[Painting the Array I](#) · Tutorial

Rating: 1900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[A cat with a hat's solution](#)

312.

1624G

[MinOr Tree](#) · Tutorial

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[A cat with a hat's solution](#)

313.

1430E

[String Reversal](#) · Tutorial

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[A cat with a hat's solution](#)

314.

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[A cat with a hat's solution](#)

315.

1475F

[Unusual Matrix](#) · Tutorial

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[A cat with a hat's solution](#)

316.

1353E

[K-periodic Garland](#) · Tutorial

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[A cat with a hat's solution](#)

317.

1490G

[Old Floppy Drive](#) · Tutorial

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[A cat with a hat's solution](#)

318.

914D

[Bash and a Tough Math Puzzle](#) · Tutorial

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[A cat with a hat's solution](#)

319.

1494C

[1D Sokoban](#) · Tutorial

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[A cat with a hat's solution](#)

320.

1846G

[Rudolf and CodeVid-23](#) · Tutorial

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[A cat with a hat's solution](#)

321.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[A cat with a hat's solution](#)

322.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-06-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

323.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-06-30 · PyPy 3-64 (first AC) · Tags: dp, math

[A cat with a hat's solution](#)

324.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2023-06-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[A cat with a hat's solution](#)

325.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[A cat with a hat's solution](#)

326.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2023-06-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[A cat with a hat's solution](#)

327.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-06-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[A cat with a hat's solution](#)

328.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2023-06-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

329.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-06-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[A cat with a hat's solution](#)

330.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[A cat with a hat's solution](#)

331.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[A cat with a hat's solution](#)

332.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[A cat with a hat's solution](#)

333.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[A cat with a hat's solution](#)

334.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, sortings

[A cat with a hat's solution](#)

335.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[A cat with a hat's solution](#)

336.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2023-06-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[A cat with a hat's solution](#)

337.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[A cat with a hat's solution](#)

338.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[A cat with a hat's solution](#)

339.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[A cat with a hat's solution](#)

340.

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[A cat with a hat's solution](#)

341.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-02 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[A cat with a hat's solution](#)

342.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math
[A cat with a hat's solution](#)

343.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[A cat with a hat's solution](#)

344.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-02-25 · PyPy 3-64 (first AC) · Tags: binary search, interactive
[A cat with a hat's solution](#)

345.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[A cat with a hat's solution](#)

346.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation
[A cat with a hat's solution](#)

347.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math
[A cat with a hat's solution](#)

348.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[A cat with a hat's solution](#)

349.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[A cat with a hat's solution](#)

350.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy
[A cat with a hat's solution](#)

351.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[A cat with a hat's solution](#)

352.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[A cat with a hat's solution](#)

353.

2062E1

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

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

[A cat with a hat's solution](#)

354.

1988D

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

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[A cat with a hat's solution](#)

355.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[A cat with a hat's solution](#)

356.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[A cat with a hat's solution](#)

357.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[A cat with a hat's solution](#)

358.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[A cat with a hat's solution](#)

359.

1956D

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

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

[A cat with a hat's solution](#)

360.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-02-26 · last AC: 2023-12-31 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[A cat with a hat's solution](#)

361.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[A cat with a hat's solution](#)

362.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths
[A cat with a hat's solution](#)

363.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[A cat with a hat's solution](#)

364.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
[A cat with a hat's solution](#)

365.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[A cat with a hat's solution](#)

366.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[A cat with a hat's solution](#)

367.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
[A cat with a hat's solution](#)

368.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[A cat with a hat's solution](#)

369.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[A cat with a hat's solution](#)

370.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[A cat with a hat's solution](#)

371.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[A cat with a hat's solution](#)

372.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[A cat with a hat's solution](#)

373.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[A cat with a hat's solution](#)

374.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[A cat with a hat's solution](#)

375.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[A cat with a hat's solution](#)

376.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[A cat with a hat's solution](#)

377.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[A cat with a hat's solution](#)

378.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

[A cat with a hat's solution](#)

379.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[A cat with a hat's solution](#)

380.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[A cat with a hat's solution](#)

381.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[A cat with a hat's solution](#)

382.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-06-19 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[A cat with a hat's solution](#)

383.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[A cat with a hat's solution](#)

384.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-03-28 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, two pointers

[A cat with a hat's solution](#)

385.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2023-02-04 · PyPy 3-64 (first AC) · Tags: brute force, math

[A cat with a hat's solution](#)

386.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[A cat with a hat's solution](#)

387.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[A cat with a hat's solution](#)

388.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[A cat with a hat's solution](#)

389.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[A cat with a hat's solution](#)

390.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[A cat with a hat's solution](#)

391.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[A cat with a hat's solution](#)

392.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[A cat with a hat's solution](#)

393.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[A cat with a hat's solution](#)

394.

1869D2

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

Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[A cat with a hat's solution](#)

395.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[A cat with a hat's solution](#)

396.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[A cat with a hat's solution](#)

397.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[A cat with a hat's solution](#)

398.

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[A cat with a hat's solution](#)

399.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[A cat with a hat's solution](#)

400.

988E

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

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2023-09-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[A cat with a hat's solution](#)

401.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[A cat with a hat's solution](#)

402.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[A cat with a hat's solution](#)

403.

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[A cat with a hat's solution](#)

404.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-09-04 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[A cat with a hat's solution](#)

405.

1864E

[Guess Game · Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[A cat with a hat's solution](#)

406.

474F

[Ant colony · Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[A cat with a hat's solution](#)

407.

1434C

[Solo mid Oracle · Tutorial](#)

Rating: 2100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[A cat with a hat's solution](#)

408.

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[A cat with a hat's solution](#)

409.

1389D

[Segment Intersections · Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[A cat with a hat's solution](#)

410.

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[A cat with a hat's solution](#)

411.

1811F

[Is It Flower? · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation

[A cat with a hat's solution](#)

412.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[A cat with a hat's solution](#)

413.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[A cat with a hat's solution](#)

414.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-06-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[A cat with a hat's solution](#)

415.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[A cat with a hat's solution](#)

416.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[A cat with a hat's solution](#)

417.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[A cat with a hat's solution](#)

418.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[A cat with a hat's solution](#)

419.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[A cat with a hat's solution](#)

420.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[A cat with a hat's solution](#)

421.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, greedy, ternary search, two pointers

[A cat with a hat's solution](#)

422.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[A cat with a hat's solution](#)

423.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[A cat with a hat's solution](#)

424.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[A cat with a hat's solution](#)

425.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[A cat with a hat's solution](#)

426.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[A cat with a hat's solution](#)

427.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[A cat with a hat's solution](#)

428.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[A cat with a hat's solution](#)

429.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[A cat with a hat's solution](#)

430.

1789D

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

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[A cat with a hat's solution](#)

431.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[A_cat_with_a_hat's solution](#)

432.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[A_cat_with_a_hat's solution](#)

433.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[A_cat_with_a_hat's solution](#)

434.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[A_cat_with_a_hat's solution](#)

435.

1867E2

[Salylg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive
[A_cat_with_a_hat's solution](#)

436.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[A_cat_with_a_hat's solution](#)

437.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[A_cat_with_a_hat's solution](#)

438.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[A_cat_with_a_hat's solution](#)

439.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[A_cat_with_a_hat's solution](#)

440.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[A cat with a hat's solution](#)

441.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[A cat with a hat's solution](#)

442.

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[A cat with a hat's solution](#)

443.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[A cat with a hat's solution](#)

444.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-11 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[A cat with a hat's solution](#)

445.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[A cat with a hat's solution](#)

446.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[A cat with a hat's solution](#)

447.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[A cat with a hat's solution](#)

448.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[A cat with a hat's solution](#)

449.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[A cat with a hat's solution](#)

450.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

greedy, trees

[A cat with a hat's solution](#)

451.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[A cat with a hat's solution](#)

452.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[A cat with a hat's solution](#)

453.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[A cat with a hat's solution](#)

454.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[A cat with a hat's solution](#)

455.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[A cat with a hat's solution](#)

456.

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[A cat with a hat's solution](#)

457.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[A cat with a hat's solution](#)

458.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[A cat with a hat's solution](#)

459.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[A cat with a hat's solution](#)

460.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[A cat with a hat's solution](#)

461.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[A cat with a hat's solution](#)

462.

1955H

[The Most Reckless Defense · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[A cat with a hat's solution](#)

463.

1917D

[Yet Another Inversions Problem · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[A cat with a hat's solution](#)

464.

1783E

[Game of the Year · Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[A cat with a hat's solution](#)

465.

1967C

[Fenwick Tree · Tutorial](#)

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

[A cat with a hat's solution](#)

466.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[A cat with a hat's solution](#)

467.

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[A cat with a hat's solution](#)

468.

2122D

[Traffic Lights · Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[A cat with a hat's solution](#)

469.

2111F

[Puzzle · Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[A cat with a hat's solution](#)

470.

2110F

[Faculty · Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[A cat with a hat's solution](#)

471.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[A cat with a hat's solution](#)

472.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[A cat with a hat's solution](#)

473.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[A cat with a hat's solution](#)

474.

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[A cat with a hat's solution](#)

475.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[A cat with a hat's solution](#)

476.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[A cat with a hat's solution](#)

477.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[A cat with a hat's solution](#)

478.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[A cat with a hat's solution](#)

479.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[A cat with a hat's solution](#)

480.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[A cat with a hat's solution](#)

481.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[A cat with a hat's solution](#)

482.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[A cat with a hat's solution](#)

483.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[A cat with a hat's solution](#)

484.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[A cat with a hat's solution](#)

485.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[A cat with a hat's solution](#)

486.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[A cat with a hat's solution](#)

487.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[A cat with a hat's solution](#)

488.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[A cat with a hat's solution](#)

489.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[A cat with a hat's solution](#)

490.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[A cat with a hat's solution](#)

491.

2196D

[Double Bracket Sequence · Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[A cat with a hat's solution](#)

492.

2185H

[BattleCows 2 · Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[A cat with a hat's solution](#)

493.

2190D

[Prufer Vertex · Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[A cat with a hat's solution](#)

494.

2165D

[Path Split · Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[A cat with a hat's solution](#)

495.

2125E

[Sets of Complementary Sums · Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[A cat with a hat's solution](#)

496.

1891E

[Brukhovich and Exams · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[A cat with a hat's solution](#)

497.

1946F

[Nobody is needed · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[A cat with a hat's solution](#)

498.

2059E1

[Stop Gaming \(Easy Version\) · Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[A cat with a hat's solution](#)

499.

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[A cat with a hat's solution](#)

500.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[A cat with a hat's solution](#)

501.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[A cat with a hat's solution](#)

502.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[A cat with a hat's solution](#)

503.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[A cat with a hat's solution](#)

504.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[A cat with a hat's solution](#)

505.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[A cat with a hat's solution](#)

506.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[A cat with a hat's solution](#)

507.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[A cat with a hat's solution](#)

508.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[A cat with a hat's solution](#)

509.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[A cat with a hat's solution](#)

510.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[A cat with a hat's solution](#)

511.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[A cat with a hat's solution](#)

512.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-21 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[A cat with a hat's solution](#)

513.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[A cat with a hat's solution](#)

514.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[A cat with a hat's solution](#)

515.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[A cat with a hat's solution](#)

516.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices
[A cat with a hat's solution](#)

517.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[A cat with a hat's solution](#)

518.

2107E

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

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[A cat with a hat's solution](#)

519.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[A cat with a hat's solution](#)

520.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[A cat with a hat's solution](#)

521.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[A cat with a hat's solution](#)

522.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[A cat with a hat's solution](#)

523.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[A cat with a hat's solution](#)

524.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[A cat with a hat's solution](#)

525.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[A cat with a hat's solution](#)

526.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[A cat with a hat's solution](#)

527.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[A cat with a hat's solution](#)

528.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[A cat with a hat's solution](#)

529.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[A cat with a hat's solution](#)

530.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[A cat with a hat's solution](#)

531.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[A cat with a hat's solution](#)

532.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[A cat with a hat's solution](#)

533.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[A cat with a hat's solution](#)

534.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[A cat with a hat's solution](#)

535.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[A cat with a hat's solution](#)

536.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[A cat with a hat's solution](#)

537.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp
[A cat with a hat's solution](#)

538.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[A cat with a hat's solution](#)

539.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[A cat with a hat's solution](#)

540.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[A cat with a hat's solution](#)

541.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees

[A cat with a hat's solution](#)

542.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees

[A cat with a hat's solution](#)

543.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[A cat with a hat's solution](#)

544.

104511E

[Awesome Hack for Free GPA](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[A cat with a hat's solution](#)

545.

106337B

[BT@Cä<Cä9 Cä>D >C'L](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[A cat with a hat's solution](#)

546.

101536G

[A&DriaC'8](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

547.

1041553

[B >C>D" Ô?D';CTACäA](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

548.

1041567

[A@Cä=C€](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

549.

1041552

[A@Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

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

[A cat with a hat's solution](#)

550.

1044412

[Switching TV-Channels](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

551.

101979H

[A65D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

552.

101979K

[A70C8D 8C0B](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

553.

101979L

[AD80ä|Cä<D°](#)

Rating: — · first AC: 2023-09-16 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

554.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2023-09-16 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

555.

101979F

[B4@02C05C08Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2023-09-16 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

556.

101979I

[A4=Cä<D#Ä D,;D6?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-16 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

557.

101979C

[AäE D46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-09-16 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

558.

104162G

[AäCOT@CT4CÔ0Dò AC#>C >Dt=C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

559.

104162A

[A70C8D CÔ0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

560.

1331B

[Limericks · Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2023-07-10 · PyPy 3-64 (first AC) · Tags: *special, math, number theory

[A cat with a hat's solution](#)

561.

100094C

[C · Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[A cat with a hat's solution](#)

562.

104361B

[A\\$K0x0l FC\\$5D\\$>C" 4C`O C CC#5D\\$0](#)

Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

563.

104361A

[A6#000CäBCä2C#0 Cç MC#7C <CT=D0](#)

Rating: — · first AC: 2023-06-17 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

564.

103566G

[Aô>C`8C"äää!<Aä9!>>](#)

Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

565.

103566I

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Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

566.

103566H

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Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

567.

103566E

[B`B0jaCT@D°](#)

Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

568.

103566C

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Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

569.

103566B

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Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

570.

103566A

[A-00020² =C 7C :C 7](#)

Rating: — · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

571.

1041195

[Aä70#008C 4C ?Cä 2D`6C,,2C =C,,N](#)

Rating: — · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: —

[A cat with a hat's solution](#)

572.

1812E

[Not a Geometry Problem · Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[A_cat_with_a_hat's solution](#)

573.

1812J

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Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

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574.

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1812A

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