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Unique solved — AksLolCoding

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30.

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1848A

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52.

1A

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59.

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75.

1692E

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76.

1853B

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78.

1846D

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79.

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81.

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82.

2118C

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83.

2108B

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84.

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87.

2065C2

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88.

1988C

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89.

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90.

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91.

1846E1

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2033E

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94.

2171D

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1923C

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96.

1762C

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[AksLolCoding's solution](#)

97.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AksLolCoding's solution](#)

98.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[AksLolCoding's solution](#)

99.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[AksLolCoding's solution](#)

100.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[AksLolCoding's solution](#)

101.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[AksLolCoding's solution](#)

102.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AksLolCoding's solution](#)

103.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AksLolCoding's solution](#)

104.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AksLolCoding's solution](#)

105.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[AksLolCoding's solution](#)

106.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[AksLolCoding's solution](#)

107.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[AksLolCoding's solution](#)

108.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[AksLolCoding's solution](#)

109.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AksLolCoding's solution](#)

110.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[AksLolCoding's solution](#)

111.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[AksLolCoding's solution](#)

112.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[AksLolCoding's solution](#)

113.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[AksLolCoding's solution](#)

114.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: dp, math, matrices

[AksLolCoding's solution](#)

115.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

116.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[AksLolCoding's solution](#)

117.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[AksLolCoding's solution](#)

118.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AksLolCoding's solution](#)

119.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AksLolCoding's solution](#)

120.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[AksLolCoding's solution](#)

121.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AksLolCoding's solution](#)

122.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[AksLolCoding's solution](#)

123.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[AksLolCoding's solution](#)

124.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AksLolCoding's solution](#)

125.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AksLolCoding's solution](#)

126.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

127.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

128.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[AksLolCoding's solution](#)

129.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AksLolCoding's solution](#)

130.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[AksLolCoding's solution](#)

131.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[AksLolCoding's solution](#)

132.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games

[AksLolCoding's solution](#)

133.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2026-01-25 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AksLolCoding's solution](#)

134.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AksLolCoding's solution](#)

135.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AksLolCoding's solution](#)

136.

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AksLolCoding's solution](#)

137.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[AksLolCoding's solution](#)

138.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[AksLolCoding's solution](#)

139.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AksLolCoding's solution](#)

140.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[AksLolCoding's solution](#)

141.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AksLolCoding's solution](#)

142.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[AksLolCoding's solution](#)

143.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AksLolCoding's solution](#)

144.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AksLolCoding's solution](#)

145.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[AksLolCoding's solution](#)

146.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AksLolCoding's solution](#)

147.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

148.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[AksLolCoding's solution](#)

149.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AksLolCoding's solution](#)

150.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[AksLolCoding's solution](#)

151.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AksLolCoding's solution](#)

152.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AksLolCoding's solution](#)

153.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[AksLolCoding's solution](#)

154.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[AksLolCoding's solution](#)

155.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[AksLolCoding's solution](#)

156.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AksLolCoding's solution](#)

157.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[AksLolCoding's solution](#)

158.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AksLolCoding's solution](#)

159.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[AksLolCoding's solution](#)

160.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AksLolCoding's solution](#)

161.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-08-12 · PyPy 3 (first AC) · Tags: binary search, greedy, strings, two pointers

[AksLolCoding's solution](#)

162.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AksLolCoding's solution](#)

163.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AksLolCoding's solution](#)

164.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[AksLolCoding's solution](#)

165.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[AksLolCoding's solution](#)

166.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[AksLolCoding's solution](#)

167.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[AksLolCoding's solution](#)

168.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[AksLolCoding's solution](#)

169.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[AksLolCoding's solution](#)

170.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[AksLolCoding's solution](#)

171.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[AksLolCoding's solution](#)

172.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[AksLolCoding's solution](#)

173.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AksLolCoding's solution](#)

174.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AksLolCoding's solution](#)

175.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

176.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

177.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AksLolCoding's solution](#)

178.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[AksLolCoding's solution](#)

179.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AksLolCoding's solution](#)

180.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[AksLolCoding's solution](#)

181.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[AksLolCoding's solution](#)

182.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AksLolCoding's solution](#)

183.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AksLolCoding's solution](#)

184.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[AksLolCoding's solution](#)

185.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[AksLolCoding's solution](#)

186.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AksLolCoding's solution](#)

187.

1822E

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

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[AksLolCoding's solution](#)

188.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[AksLolCoding's solution](#)

189.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[AksLolCoding's solution](#)

190.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-07-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[AksLolCoding's solution](#)

191.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[AksLolCoding's solution](#)

192.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

193.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AksLolCoding's solution](#)

194.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-03-26 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number

theory

[AksLolCoding's solution](#)

195.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[AksLolCoding's solution](#)

196.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,489 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[AksLolCoding's solution](#)

197.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[AksLolCoding's solution](#)

198.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[AksLolCoding's solution](#)

199.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[AksLolCoding's solution](#)

200.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AksLolCoding's solution](#)

201.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[AksLolCoding's solution](#)

202.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[AksLolCoding's solution](#)

203.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[AksLolCoding's solution](#)

204.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[AksLolCoding's solution](#)

205.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[AksLolCoding's solution](#)

206.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AksLolCoding's solution](#)

207.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

208.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[AksLolCoding's solution](#)

209.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AksLolCoding's solution](#)

210.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2023-10-31 · Java 21 (first AC) · Tags: data structures, dp

[AksLolCoding's solution](#)

211.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[AksLolCoding's solution](#)

212.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[AksLolCoding's solution](#)

213.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[AksLolCoding's solution](#)

214.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[AksLolCoding's solution](#)

215.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AksLolCoding's solution](#)

216.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[AksLolCoding's solution](#)

217.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[AksLolCoding's solution](#)

218.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

219.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[AksLolCoding's solution](#)

220.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[AksLolCoding's solution](#)

221.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[AksLolCoding's solution](#)

222.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[AksLolCoding's solution](#)

223.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AksLolCoding's solution](#)

224.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-09-23 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[AksLolCoding's solution](#)

225.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[AksLolCoding's solution](#)

226.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AksLolCoding's solution](#)

227.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-09-17 · PyPy 3 (first AC) · Tags: brute force, implementation, math, strings

[AksLolCoding's solution](#)

228.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AksLolCoding's solution](#)

229.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[AksLolCoding's solution](#)

230.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[AksLolCoding's solution](#)

231.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[AksLolCoding's solution](#)

232.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[AksLolCoding's solution](#)

233.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AksLolCoding's solution](#)

234.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AksLolCoding's solution](#)

235.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-09-09 · PyPy 3 (first AC) · Tags: graphs, math, number theory, strings

[AksLolCoding's solution](#)

236.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[AksLolCoding's solution](#)

237.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

238.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

239.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AksLolCoding's solution](#)

240.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AksLolCoding's solution](#)

241.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[AksLolCoding's solution](#)

242.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[AksLolCoding's solution](#)

243.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[AksLolCoding's solution](#)

244.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, trees

[AksLolCoding's solution](#)

245.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[AksLolCoding's solution](#)

246.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[AksLolCoding's solution](#)

247.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[AksLolCoding's solution](#)

248.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AksLolCoding's solution](#)

249.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[AksLolCoding's solution](#)

250.

1743D

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

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[AksLolCoding's solution](#)

251.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[AksLolCoding's solution](#)

252.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AksLolCoding's solution](#)

253.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-08-28 · PyPy 3 (first AC) · Tags: games

[AksLolCoding's solution](#)

254.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AksLolCoding's solution](#)

255.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[AksLolCoding's solution](#)

256.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[AksLolCoding's solution](#)

257.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AksLolCoding's solution](#)

258.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-08-26 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[AksLolCoding's solution](#)

259.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[AksLolCoding's solution](#)

260.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AksLolCoding's solution](#)

261.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AksLolCoding's solution](#)

262.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, two pointers

[AksLolCoding's solution](#)

263.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[AksLolCoding's solution](#)

264.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[AksLolCoding's solution](#)

265.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AksLolCoding's solution](#)

266.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[AksLolCoding's solution](#)

267.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[AksLolCoding's solution](#)

268.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AksLolCoding's solution](#)

269.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

270.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[AksLolCoding's solution](#)

271.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AksLolCoding's solution](#)

272.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AksLolCoding's solution](#)

273.

2204E

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

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-18 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AksLolCoding's solution](#)

274.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[AksLolCoding's solution](#)

275.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[AksLolCoding's solution](#)

276.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[AksLolCoding's solution](#)

277.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[AksLolCoding's solution](#)

278.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[AksLolCoding's solution](#)

279.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[AksLolCoding's solution](#)

280.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AksLolCoding's solution](#)

281.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[AksLolCoding's solution](#)

282.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AksLolCoding's solution](#)

283.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[AksLolCoding's solution](#)

284.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[AksLolCoding's solution](#)

285.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AksLolCoding's solution](#)

286.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[AksLolCoding's solution](#)

287.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[AksLolCoding's solution](#)

288.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

289.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AksLolCoding's solution](#)

290.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

291.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[AksLolCoding's solution](#)

292.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

293.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[AksLolCoding's solution](#)

294.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[AksLolCoding's solution](#)

295.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,041 global accepts · Rating: 1800 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[AksLolCoding's solution](#)

296.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[AksLolCoding's solution](#)

297.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2025-02-25 · last AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[AksLolCoding's solution](#)

298.

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[AksLolCoding's solution](#)

299.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[AksLolCoding's solution](#)

300.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory
[AksLolCoding's solution](#)

301.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[AksLolCoding's solution](#)

302.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[AksLolCoding's solution](#)

303.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings
[AksLolCoding's solution](#)

304.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[AksLolCoding's solution](#)

305.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

306.

2044F

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

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[AksLolCoding's solution](#)

307.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[AksLolCoding's solution](#)

308.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[AksLolCoding's solution](#)

309.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[AksLolCoding's solution](#)

310.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[AksLolCoding's solution](#)

311.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

312.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[AksLolCoding's solution](#)

313.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AksLolCoding's solution](#)

314.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[AksLolCoding's solution](#)

315.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[AksLolCoding's solution](#)

316.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[AksLolCoding's solution](#)

317.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[AksLolCoding's solution](#)

318.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AksLolCoding's solution](#)

319.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[AksLolCoding's solution](#)

320.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[AksLolCoding's solution](#)

321.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[AksLolCoding's solution](#)

322.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[AksLolCoding's solution](#)

323.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[AksLolCoding's solution](#)

324.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-03 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[AksLolCoding's solution](#)

325.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[AksLolCoding's solution](#)

326.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-06-24 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, greedy, math

[AksLolCoding's solution](#)

327.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[AksLolCoding's solution](#)

328.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AksLolCoding's solution](#)

329.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

330.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

331.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[AksLolCoding's solution](#)

332.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AksLolCoding's solution](#)

333.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AksLolCoding's solution](#)

334.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AksLolCoding's solution](#)

335.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

336.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AksLolCoding's solution](#)

337.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-06-18 · last AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[AksLolCoding's solution](#)

338.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[AksLolCoding's solution](#)

339.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[AksLolCoding's solution](#)

340.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AksLolCoding's solution](#)

341.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[AksLolCoding's solution](#)

342.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[AksLolCoding's solution](#)

343.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[AksLolCoding's solution](#)

344.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[AksLolCoding's solution](#)

345.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[AksLolCoding's solution](#)

346.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[AksLolCoding's solution](#)

347.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[AksLolCoding's solution](#)

348.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[AksLolCoding's solution](#)

349.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[AksLolCoding's solution](#)

350.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[AksLolCoding's solution](#)

351.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[AksLolCoding's solution](#)

352.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[AksLolCoding's solution](#)

353.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AksLolCoding's solution](#)

354.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[AksLolCoding's solution](#)

355.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[AksLolCoding's solution](#)

356.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[AksLolCoding's solution](#)

357.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[AksLolCoding's solution](#)

358.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[AksLolCoding's solution](#)

359.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

360.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AksLolCoding's solution](#)

361.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[AksLolCoding's solution](#)

362.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

363.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[AksLolCoding's solution](#)

364.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[AksLolCoding's solution](#)

365.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[AksLolCoding's solution](#)

366.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-06-03 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms
[AksLolCoding's solution](#)

367.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[AksLolCoding's solution](#)

368.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[AksLolCoding's solution](#)

369.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AksLolCoding's solution](#)

370.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[AksLolCoding's solution](#)

371.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[AksLolCoding's solution](#)

372.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[AksLolCoding's solution](#)

373.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[AksLolCoding's solution](#)

374.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[AksLolCoding's solution](#)

375.

1092F

[Tree with Maximum Cost](#) · Tutorial

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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376.

547B

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Quality: 10,898 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

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377.

687C

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Quality: 8,344 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

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378.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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379.

472D

[Design Tutorial: Inverse the Problem](#) · Tutorial

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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380.

2215B

[RReeppeettiitiiioonn](#) · Tutorial

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[AksLolCoding's solution](#)

381.

2165C

[Binary Wine](#) · Tutorial

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AksLolCoding's solution](#)

382.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[AksLolCoding's solution](#)

383.

2179F

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Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[AksLolCoding's solution](#)

384.

2171G

[Sakura Adachi and Optimal Sequences](#) · Tutorial

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[AksLolCoding's solution](#)

385.

2171E

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Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AksLolCoding's solution](#)

386.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AksLolCoding's solution](#)

387.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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388.

2055D

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Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AksLolCoding's solution](#)

389.

2028D

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[AksLolCoding's solution](#)

390.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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391.

2085D

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

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[AksLolCoding's solution](#)

392.

666B

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Quality: 2,391 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AksLolCoding's solution](#)

393.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[AksLolCoding's solution](#)

394.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AksLolCoding's solution](#)

395.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[AksLolCoding's solution](#)

396.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[AksLolCoding's solution](#)

397.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AksLolCoding's solution](#)

398.

1619G

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Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[AksLolCoding's solution](#)

399.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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400.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

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401.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

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402.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AksLolCoding's solution](#)

403.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[AksLolCoding's solution](#)

404.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive,

math

[AksLolCoding's solution](#)

405.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AksLolCoding's solution](#)

406.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[AksLolCoding's solution](#)

407.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AksLolCoding's solution](#)

408.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[AksLolCoding's solution](#)

409.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[AksLolCoding's solution](#)

410.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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411.

1674E

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Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AksLolCoding's solution](#)

412.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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413.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[AksLolCoding's solution](#)

414.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[AksLolCoding's solution](#)

415.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[AksLolCoding's solution](#)

416.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AksLolCoding's solution](#)

417.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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418.

1712D

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Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[AksLolCoding's solution](#)

419.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[AksLolCoding's solution](#)

420.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AksLolCoding's solution](#)

421.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[AksLolCoding's solution](#)

422.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[AksLolCoding's solution](#)

423.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[AksLolCoding's solution](#)

424.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[AksLolCoding's solution](#)

425.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[AksLolCoding's solution](#)

426.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[AksLolCoding's solution](#)

427.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[AksLolCoding's solution](#)

428.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[AksLolCoding's solution](#)

429.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[AksLolCoding's solution](#)

430.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AksLolCoding's solution](#)

431.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[AksLolCoding's solution](#)

432.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[AksLolCoding's solution](#)

433.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[AksLolCoding's solution](#)

434.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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435.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[AksLolCoding's solution](#)

436.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[AksLolCoding's solution](#)

437.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AksLolCoding's solution](#)

438.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[AksLolCoding's solution](#)

439.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AksLolCoding's solution](#)

440.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[AksLolCoding's solution](#)

441.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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442.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[AksLolCoding's solution](#)

443.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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444.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[AksLolCoding's solution](#)

445.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AksLolCoding's solution](#)

446.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AksLolCoding's solution](#)

447.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AksLolCoding's solution](#)

448.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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449.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[AksLolCoding's solution](#)

450.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[AksLolCoding's solution](#)

451.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AksLolCoding's solution](#)

452.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[AksLolCoding's solution](#)

453.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[AksLolCoding's solution](#)

454.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[AksLolCoding's solution](#)

455.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[AksLolCoding's solution](#)

456.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[AksLolCoding's solution](#)

457.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[AksLolCoding's solution](#)

458.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[AksLolCoding's solution](#)

459.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AksLolCoding's solution](#)

460.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[AksLolCoding's solution](#)

461.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[AksLolCoding's solution](#)

462.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[AksLolCoding's solution](#)

463.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-07-10 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics
[AksLolCoding's solution](#)

464.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[AksLolCoding's solution](#)

465.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[AksLolCoding's solution](#)

466.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[AksLolCoding's solution](#)

467.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AksLolCoding's solution](#)

468.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[AksLolCoding's solution](#)

469.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[AksLolCoding's solution](#)

470.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[AksLolCoding's solution](#)

471.

1831D

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

Rating: 2000 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[AksLolCoding's solution](#)

472.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[AksLolCoding's solution](#)

473.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

474.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[AksLolCoding's solution](#)

475.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
[AksLolCoding's solution](#)

476.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[AksLolCoding's solution](#)

477.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[AksLolCoding's solution](#)

478.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[AksLolCoding's solution](#)

479.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[AksLolCoding's solution](#)

480.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
[AksLolCoding's solution](#)

481.

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[AksLolCoding's solution](#)

482.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[AksLolCoding's solution](#)

483.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-08-14 · last AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AksLolCoding's solution](#)

484.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AksLolCoding's solution](#)

485.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[AksLolCoding's solution](#)

486.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[AksLolCoding's solution](#)

487.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[AksLolCoding's solution](#)

488.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[AksLolCoding's solution](#)

489.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[AksLolCoding's solution](#)

490.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AksLolCoding's solution](#)

491.

1626D

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

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[AksLolCoding's solution](#)

492.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[AksLolCoding's solution](#)

493.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[AksLolCoding's solution](#)

494.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[AksLolCoding's solution](#)

495.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[AksLolCoding's solution](#)

496.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AksLolCoding's solution](#)

497.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[AksLolCoding's solution](#)

498.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[AksLolCoding's solution](#)

499.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[AksLolCoding's solution](#)

500.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[AksLolCoding's solution](#)

501.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[AksLolCoding's solution](#)

502.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[AksLolCoding's solution](#)

503.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AksLolCoding's solution](#)

504.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AksLolCoding's solution](#)

505.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[AksLolCoding's solution](#)

506.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AksLolCoding's solution](#)

507.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[AksLolCoding's solution](#)

508.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AksLolCoding's solution](#)

509.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[AksLolCoding's solution](#)

510.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AksLolCoding's solution](#)

511.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[AksLolCoding's solution](#)

512.

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AksLolCoding's solution](#)

513.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AksLolCoding's solution](#)

514.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[AksLolCoding's solution](#)

515.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AksLolCoding's solution](#)

516.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[AksLolCoding's solution](#)

517.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[AksLolCoding's solution](#)

518.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[AksLolCoding's solution](#)

519.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[AksLolCoding's solution](#)

520.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[AksLolCoding's solution](#)

521.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

522.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[AksLolCoding's solution](#)

523.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math

[AksLolCoding's solution](#)

524.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[AksLolCoding's solution](#)

525.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[AksLolCoding's solution](#)

526.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[AksLolCoding's solution](#)

527.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[AksLolCoding's solution](#)

528.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[AksLolCoding's solution](#)

529.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[AksLolCoding's solution](#)

530.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[AksLolCoding's solution](#)

531.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[AksLolCoding's solution](#)

532.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AksLolCoding's solution](#)

533.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[AksLolCoding's solution](#)

534.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AksLolCoding's solution](#)

535.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[AksLolCoding's solution](#)

536.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AksLolCoding's solution](#)

537.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[AksLolCoding's solution](#)

538.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AksLolCoding's solution](#)

539.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[AksLolCoding's solution](#)

540.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[AksLolCoding's solution](#)

541.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[AksLolCoding's solution](#)

542.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

543.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

544.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[AksLolCoding's solution](#)

545.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

546.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AksLolCoding's solution](#)

547.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AksLolCoding's solution](#)

548.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[AksLolCoding's solution](#)

549.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[AksLolCoding's solution](#)

550.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[AksLolCoding's solution](#)

551.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[AksLolCoding's solution](#)

552.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[AksLolCoding's solution](#)

553.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AksLolCoding's solution](#)

554.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[AksLolCoding's solution](#)

555.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[AksLolCoding's solution](#)

556.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

557.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AksLolCoding's solution](#)

558.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2023-09-17 · PyPy 3 (first AC) · Tags: data structures, implementation, math, strings

[AksLolCoding's solution](#)

559.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[AksLolCoding's solution](#)

560.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AksLolCoding's solution](#)

561.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[AksLolCoding's solution](#)

562.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

563.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[AksLolCoding's solution](#)

564.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[AksLolCoding's solution](#)

565.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,774 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[AksLolCoding's solution](#)

566.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[AksLolCoding's solution](#)

567.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[AksLolCoding's solution](#)

568.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[AksLolCoding's solution](#)

569.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[AksLolCoding's solution](#)

570.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[AksLolCoding's solution](#)

571.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[AksLolCoding's solution](#)

572.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · last AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[AksLolCoding's solution](#)

573.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AksLolCoding's solution](#)

574.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AksLolCoding's solution](#)

575.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[AksLolCoding's solution](#)

576.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-20 · C# 10 (first AC) · Tags: combinatorics, dp, number theory

[AksLolCoding's solution](#)

577.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AksLolCoding's solution](#)

578.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-09-30 · last AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[AksLolCoding's solution](#)

579.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[AksLolCoding's solution](#)

580.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[AksLolCoding's solution](#)

581.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AksLolCoding's solution](#)

582.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[AksLolCoding's solution](#)

583.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AksLolCoding's solution](#)

584.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[AksLolCoding's solution](#)

585.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

586.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AksLolCoding's solution](#)

587.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AksLolCoding's solution](#)

588.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

589.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AksLolCoding's solution](#)

590.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[AksLolCoding's solution](#)

591.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[AksLolCoding's solution](#)

592.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AksLolCoding's solution](#)

593.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AksLolCoding's solution](#)

594.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[AksLolCoding's solution](#)

595.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[AksLolCoding's solution](#)

596.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[AksLolCoding's solution](#)

597.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[AksLolCoding's solution](#)

598.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[AksLolCoding's solution](#)

599.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[AksLolCoding's solution](#)

600.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[AksLolCoding's solution](#)

601.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[AksLolCoding's solution](#)

602.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AksLolCoding's solution](#)

603.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AksLolCoding's solution](#)

604.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[AksLolCoding's solution](#)

605.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[AksLolCoding's solution](#)

606.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[AksLolCoding's solution](#)

607.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[AksLolCoding's solution](#)

608.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[AksLolCoding's solution](#)

609.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AksLolCoding's solution](#)

610.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[AksLolCoding's solution](#)

611.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

612.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[AksLolCoding's solution](#)

613.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[AksLolCoding's solution](#)

614.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[AksLolCoding's solution](#)

615.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AksLolCoding's solution](#)

616.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[AksLolCoding's solution](#)

617.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[AksLolCoding's solution](#)

618.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AksLolCoding's solution](#)

619.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[AksLolCoding's solution](#)

620.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[AksLolCoding's solution](#)

621.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

622.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[AksLolCoding's solution](#)

623.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AksLolCoding's solution](#)

624.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[AksLolCoding's solution](#)

625.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[AksLolCoding's solution](#)

626.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[AksLolCoding's solution](#)

627.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[AksLolCoding's solution](#)

628.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[AksLolCoding's solution](#)

629.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[AksLolCoding's solution](#)

630.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[AksLolCoding's solution](#)

631.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[AksLolCoding's solution](#)

632.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[AksLolCoding's solution](#)

633.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[AksLolCoding's solution](#)

634.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[AksLolCoding's solution](#)

635.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[AksLolCoding's solution](#)

636.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

637.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[AksLolCoding's solution](#)

638.

1789D

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[AksLolCoding's solution](#)

639.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-10-16 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, math

[AksLolCoding's solution](#)

640.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[AksLolCoding's solution](#)

641.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AksLolCoding's solution](#)

642.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AksLolCoding's solution](#)

643.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[AksLolCoding's solution](#)

644.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[AksLolCoding's solution](#)

645.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[AksLolCoding's solution](#)

646.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[AksLolCoding's solution](#)

647.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[AksLolCoding's solution](#)

648.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AksLolCoding's solution](#)

649.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[AksLolCoding's solution](#)

650.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[AksLolCoding's solution](#)

651.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AksLolCoding's solution](#)

652.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[AksLolCoding's solution](#)

653.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

654.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[AksLolCoding's solution](#)

655.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[AksLolCoding's solution](#)

656.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AksLolCoding's solution](#)

657.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AksLolCoding's solution](#)

658.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AksLolCoding's solution](#)

659.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[AksLolCoding's solution](#)

660.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[AksLolCoding's solution](#)

661.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[AksLolCoding's solution](#)

662.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AksLolCoding's solution](#)

663.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[AksLolCoding's solution](#)

664.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu,

greedy, implementation, math, number theory

[AksLoiCoding's solution](#)

665.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AksLoiCoding's solution](#)

666.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[AksLoiCoding's solution](#)

667.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AksLoiCoding's solution](#)

668.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[AksLoiCoding's solution](#)

669.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AksLoiCoding's solution](#)

670.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AksLoiCoding's solution](#)

671.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[AksLoiCoding's solution](#)

672.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[AksLoiCoding's solution](#)

673.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AksLoiCoding's solution](#)

674.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[AksLolCoding's solution](#)

675.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AksLolCoding's solution](#)

676.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[AksLolCoding's solution](#)

677.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[AksLolCoding's solution](#)

678.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[AksLolCoding's solution](#)

679.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AksLolCoding's solution](#)

680.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AksLolCoding's solution](#)

681.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[AksLolCoding's solution](#)

682.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AksLolCoding's solution](#)

683.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[AksLolCoding's solution](#)

684.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[AksLolCoding's solution](#)

685.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[AksLolCoding's solution](#)

686.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[AksLolCoding's solution](#)

687.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[AksLolCoding's solution](#)

688.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[AksLolCoding's solution](#)

689.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[AksLolCoding's solution](#)

690.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[AksLolCoding's solution](#)

691.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-27 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[AksLolCoding's solution](#)

692.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[AksLolCoding's solution](#)

693.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[AksLolCoding's solution](#)

694.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[AksLolCoding's solution](#)

695.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[AksLolCoding's solution](#)

696.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
[AksLolCoding's solution](#)

697.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math
[AksLolCoding's solution](#)

698.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[AksLolCoding's solution](#)

699.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search
[AksLolCoding's solution](#)

700.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[AksLolCoding's solution](#)

701.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[AksLolCoding's solution](#)

702.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[AksLolCoding's solution](#)

703.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[AksLolCoding's solution](#)

704.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[AksLolCoding's solution](#)

705.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[AksLolCoding's solution](#)

706.

1698E

[Permutation Forces II · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[AksLolCoding's solution](#)

707.

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AksLolCoding's solution](#)

708.

1728E

[Red-Black Pepper · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[AksLolCoding's solution](#)

709.

2091G

[Gleb and Boating · Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[AksLolCoding's solution](#)

710.

600E

[Lomsat gelral · Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AksLolCoding's solution](#)

711.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[AksLolCoding's solution](#)

712.

1738E

[Balance Addicts · Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[AksLolCoding's solution](#)

713.

1743F

[Intersection and Union · Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[AksLolCoding's solution](#)

714.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[AksLolCoding's solution](#)

715.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[AksLolCoding's solution](#)

716.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AksLolCoding's solution](#)

717.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[AksLolCoding's solution](#)

718.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[AksLolCoding's solution](#)

719.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-18 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[AksLolCoding's solution](#)

720.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[AksLolCoding's solution](#)

721.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[AksLolCoding's solution](#)

722.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[AksLolCoding's solution](#)

723.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[AksLolCoding's solution](#)

724.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AksLolCoding's solution](#)

725.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[AksLolCoding's solution](#)

726.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AksLolCoding's solution](#)

727.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AksLolCoding's solution](#)

728.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AksLolCoding's solution](#)

729.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[AksLolCoding's solution](#)

730.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[AksLolCoding's solution](#)

731.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AksLolCoding's solution](#)

732.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[AksLolCoding's solution](#)

733.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[AksLolCoding's solution](#)

734.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[AksLolCoding's solution](#)

735.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[AksLolCoding's solution](#)

736.

1849E

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

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[AksLolCoding's solution](#)

737.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AksLolCoding's solution](#)

738.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AksLolCoding's solution](#)

739.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[AksLolCoding's solution](#)

740.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AksLolCoding's solution](#)

741.

1866I

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[AksLolCoding's solution](#)

742.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[AksLolCoding's solution](#)

743.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[AksLolCoding's solution](#)

744.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[AksLolCoding's solution](#)

745.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[AksLolCoding's solution](#)

746.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[AksLolCoding's solution](#)

747.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

748.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[AksLolCoding's solution](#)

749.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AksLolCoding's solution](#)

750.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[AksLolCoding's solution](#)

751.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

752.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[AksLolCoding's solution](#)

753.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[AksLolCoding's solution](#)

754.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[AksLolCoding's solution](#)

755.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[AksLolCoding's solution](#)

756.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[AksLolCoding's solution](#)

757.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[AksLolCoding's solution](#)

758.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

759.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-01-16 · last AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AksLolCoding's solution](#)

760.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[AksLolCoding's solution](#)

761.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AksLolCoding's solution](#)

762.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[AksLolCoding's solution](#)

763.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[AksLolCoding's solution](#)

764.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[AksLolCoding's solution](#)

765.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AksLolCoding's solution](#)

766.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AksLolCoding's solution](#)

767.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AksLolCoding's solution](#)

768.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AksLolCoding's solution](#)

769.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[AksLolCoding's solution](#)

770.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[AksLolCoding's solution](#)

771.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[AksLolCoding's solution](#)

772.

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[AksLolCoding's solution](#)

773.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[AksLolCoding's solution](#)

774.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AksLolCoding's solution](#)

775.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

776.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[AksLolCoding's solution](#)

777.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[AksLolCoding's solution](#)

778.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AksLolCoding's solution](#)

779.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[AksLolCoding's solution](#)

780.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[AksLolCoding's solution](#)

781.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

782.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[AksLolCoding's solution](#)

783.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[AksLolCoding's solution](#)

784.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-10-05 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[AksLolCoding's solution](#)

785.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AksLolCoding's solution](#)

786.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AksLolCoding's solution](#)

787.

1203F2

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

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AksLolCoding's solution](#)

788.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AksLolCoding's solution](#)

789.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AksLolCoding's solution](#)

790.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[AksLolCoding's solution](#)

791.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[AksLolCoding's solution](#)

792.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[AksLolCoding's solution](#)

793.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[AksLolCoding's solution](#)

794.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AksLolCoding's solution](#)

795.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AksLolCoding's solution](#)

796.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AksLolCoding's solution](#)

797.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[AksLolCoding's solution](#)

798.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AksLolCoding's solution](#)

799.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[AksLolCoding's solution](#)

800.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AksLolCoding's solution](#)

801.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[AksLolCoding's solution](#)

802.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AksLolCoding's solution](#)

803.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

804.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[AksLolCoding's solution](#)

805.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AksLolCoding's solution](#)

806.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

807.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[AksLolCoding's solution](#)

808.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[AksLolCoding's solution](#)

809.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AksLolCoding's solution](#)

810.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[AksLolCoding's solution](#)

811.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[AksLolCoding's solution](#)

812.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[AksLolCoding's solution](#)

813.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[AksLolCoding's solution](#)

814.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[AksLolCoding's solution](#)

815.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[AksLolCoding's solution](#)

816.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[AksLolCoding's solution](#)

817.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AksLolCoding's solution](#)

818.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[AksLolCoding's solution](#)

819.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[AksLolCoding's solution](#)

820.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AksLolCoding's solution](#)

821.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[AksLolCoding's solution](#)

822.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[AksLolCoding's solution](#)

823.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AksLolCoding's solution](#)

824.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[AksLolCoding's solution](#)

825.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[AksLolCoding's solution](#)

826.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[AksLolCoding's solution](#)

827.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[AksLolCoding's solution](#)

828.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[AksLolCoding's solution](#)

829.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[AksLolCoding's solution](#)

830.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[AksLolCoding's solution](#)

831.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[AksLolCoding's solution](#)

832.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[AksLolCoding's solution](#)

833.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[AksLolCoding's solution](#)

834.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[AksLolCoding's solution](#)

835.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AksLolCoding's solution](#)

836.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[AksLolCoding's solution](#)

837.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[AksLolCoding's solution](#)

838.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[AksLolCoding's solution](#)

839.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[AksLolCoding's solution](#)

840.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[AksLolCoding's solution](#)

841.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[AksLolCoding's solution](#)

842.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[AksLoIcoding's solution](#)

843.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[AksLoIcoding's solution](#)

844.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[AksLoIcoding's solution](#)

845.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AksLoIcoding's solution](#)

846.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[AksLoIcoding's solution](#)

847.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2025-05-03 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[AksLoIcoding's solution](#)

848.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AksLoIcoding's solution](#)

849.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AksLoIcoding's solution](#)

850.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[AksLoIcoding's solution](#)

851.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[AksLoIcoding's solution](#)

852.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy,

implementation, shortest paths, sortings

[AksLolCoding's solution](#)

853.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

854.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

855.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AksLolCoding's solution](#)

856.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[AksLolCoding's solution](#)

857.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2025-05-01 · Kotlin 1.7 (first AC) · Tags: *special

[AksLolCoding's solution](#)

858.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AksLolCoding's solution](#)

859.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[AksLolCoding's solution](#)

860.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[AksLolCoding's solution](#)

861.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[AksLolCoding's solution](#)

862.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[AksLolCoding's solution](#)

863.

1973D

[Cat, Fox and Maximum Array Split](#) · Tutorial

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[AksLolCoding's solution](#)

864.

1978F

[Large Graph](#) · Tutorial

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[AksLolCoding's solution](#)

865.

1981D

[Turtle and Multiplication](#) · Tutorial

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[AksLolCoding's solution](#)

866.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · Tutorial

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[AksLolCoding's solution](#)

867.

2001E1

[Deterministic Heap \(Easy Version\)](#) · Tutorial

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[AksLolCoding's solution](#)

868.

2096E

[Wonderful Teddy Bears](#) · Tutorial

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[AksLolCoding's solution](#)

869.

2084E

[Blossom](#) · Tutorial

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[AksLolCoding's solution](#)

870.

2086E

[Zebra-like Numbers](#) · Tutorial

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[AksLolCoding's solution](#)

871.

2005D

[Alter the GCD](#) · Tutorial

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
[AksLolCoding's solution](#)

872.

2023C

[C+K+S](#) · Tutorial

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[AksLolCoding's solution](#)

873.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AksLolCoding's solution](#)

874.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AksLolCoding's solution](#)

875.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[AksLolCoding's solution](#)

876.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[AksLolCoding's solution](#)

877.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

878.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AksLolCoding's solution](#)

879.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[AksLolCoding's solution](#)

880.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AksLolCoding's solution](#)

881.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[AksLolCoding's solution](#)

882.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[AksLolCoding's solution](#)

883.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[AksLolCoding's solution](#)

884.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[AksLolCoding's solution](#)

885.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AksLolCoding's solution](#)

886.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AksLolCoding's solution](#)

887.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AksLolCoding's solution](#)

888.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[AksLolCoding's solution](#)

889.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[AksLolCoding's solution](#)

890.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[AksLolCoding's solution](#)

891.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AksLolCoding's solution](#)

892.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[AksLolCoding's solution](#)

893.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[AksLolCoding's solution](#)

894.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[AksLolCoding's solution](#)

895.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[AksLolCoding's solution](#)

896.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[AksLolCoding's solution](#)

897.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[AksLolCoding's solution](#)

898.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AksLolCoding's solution](#)

899.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[AksLolCoding's solution](#)

900.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[AksLolCoding's solution](#)

901.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[AksLolCoding's solution](#)

902.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AksLolCoding's solution](#)

903.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[AksLolCoding's solution](#)

904.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[AksLolCoding's solution](#)

905.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[AksLolCoding's solution](#)

906.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[AksLolCoding's solution](#)

907.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AksLolCoding's solution](#)

908.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-05-28 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AksLolCoding's solution](#)

909.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[AksLolCoding's solution](#)

910.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[AksLolCoding's solution](#)

911.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[AksLolCoding's solution](#)

912.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory, shortest paths

[AksLolCoding's solution](#)

913.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

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914.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

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915.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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916.

285E

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Quality: 1,294 global accepts · Rating: 2600 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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917.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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918.

2108E

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Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[AksLolCoding's solution](#)

919.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[AksLolCoding's solution](#)

920.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[AksLolCoding's solution](#)

921.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

922.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two

pointers

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923.

1185G2

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Quality: 919 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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924.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[AksLolCoding's solution](#)

925.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AksLolCoding's solution](#)

926.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[AksLolCoding's solution](#)

927.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AksLolCoding's solution](#)

928.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[AksLolCoding's solution](#)

929.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[AksLolCoding's solution](#)

930.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[AksLolCoding's solution](#)

931.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AksLolCoding's solution](#)

932.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[AksLolCoding's solution](#)

933.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AksLolCoding's solution](#)

934.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[AksLolCoding's solution](#)

935.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AksLolCoding's solution](#)

936.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[AksLolCoding's solution](#)

937.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-09-06 · last AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[AksLolCoding's solution](#)

938.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[AksLolCoding's solution](#)

939.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[AksLolCoding's solution](#)

940.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AksLolCoding's solution](#)

941.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AksLolCoding's solution](#)

942.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[AksLolCoding's solution](#)

943.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[AksLolCoding's solution](#)

944.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AksLolCoding's solution](#)

945.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[AksLolCoding's solution](#)

946.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[AksLolCoding's solution](#)

947.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-06-16 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[AksLolCoding's solution](#)

948.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[AksLolCoding's solution](#)

949.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graph matchings, graphs

[AksLolCoding's solution](#)

950.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[AksLolCoding's solution](#)

951.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AksLolCoding's solution](#)

952.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[AksLolCoding's solution](#)

953.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees
[AksLolCoding's solution](#)

954.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[AksLolCoding's solution](#)

955.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[AksLolCoding's solution](#)

956.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[AksLolCoding's solution](#)

957.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[AksLolCoding's solution](#)

958.

106249C

[Quantum Beaver](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[AksLolCoding's solution](#)

959.

106249B

[Snakey Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[AksLolCoding's solution](#)

960.

106249A

[MIT and TIM](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[AksLolCoding's solution](#)

961.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication
[AksLolCoding's solution](#)

962.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special
[AksLolCoding's solution](#)

963.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[AksLolCoding's solution](#)

964.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[AksLolCoding's solution](#)

965.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[AksLolCoding's solution](#)

966.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[AksLolCoding's solution](#)

967.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[AksLolCoding's solution](#)

968.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

969.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

970.

103371F

[Hedgehog Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

971.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

972.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

973.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

974.

105283A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · PyPy 3-64 (first AC) · Tags: —

[AksLolCoding's solution](#)

975.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[AksLolCoding's solution](#)

976.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[AksLolCoding's solution](#)

977.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, geometry

[AksLolCoding's solution](#)

978.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[AksLolCoding's solution](#)

979.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[AksLolCoding's solution](#)

980.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: *special, implementation

[AksLolCoding's solution](#)

981.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: *special, strings

[AksLolCoding's solution](#)

982.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: *special, strings

[AksLolCoding's solution](#)

983.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

984.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AksLolCoding's solution](#)

985.

105009B

[Two Way Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

986.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

987.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

988.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

989.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

990.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)

991.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AksLolCoding's solution](#)