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# Unique solved — Andrei ierdnA

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

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1.

2178A

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2.

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3.

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4.

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5.

1838A

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6.

2010A

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7.

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8.

2029A

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9.

2035A

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1807A

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**14.**

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1820A

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**18.**

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1748A

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**23.**

1747A

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1754B

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1754A

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**26.**

1743B

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**27.**

1743A

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1746B

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**29.**

1746A

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1736A

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1728B

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**32.**

1728A

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**33.**

1717A

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1721A

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1720B

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**37.**

1719B

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1719A

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**39.**

1712B

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**40.**

1712A

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1713A

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42.

1716B

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1716A

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44.

2178B

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45.

2048B

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46.

2035B

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1888A

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48.

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49.

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50.

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51.

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52.

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**54.**

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1888B

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**56.**

1816B

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**57.**

1770B

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**58.**

1770A

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**59.**

1732A

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1721B

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1713B

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**63.**

2084B

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2029B

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**65.**

1994B

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**66.**

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**67.**

1838B

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**68.**

1839B

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**69.**

1826B

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**70.**

1820B

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1743C

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**72.**

1717B

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**73.**

1712C

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**74.**

2178C

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**75.**

2053B

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**76.**

2048C

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1874A

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**78.**

1826A

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**79.**

1679B

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**80.**

1792B

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**81.**

1736B

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**82.**

1720C

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**83.**

1617C

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**84.**

2165A

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**85.**

2023A

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**86.**

1984C1

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**87.**

1839C

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**88.**

1826C

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**89.**

1820C

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**90.**

1816C

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**91.**

1768C

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**92.**

1754C1

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**93.**

1746C

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**94.**

1736C1

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2204D

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**96.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Andrei\\_ierdnA's solution](#)

**97.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[Andrei\\_ierdnA's solution](#)

**98.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**99.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Andrei\\_ierdnA's solution](#)

**100.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Andrei\\_ierdnA's solution](#)

**101.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

**102.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Andrei\\_ierdnA's solution](#)

**103.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Andrei\\_ierdnA's solution](#)

**104.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Andrei\\_ierdnA's solution](#)

**105.**

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Andrei\\_ierdnA's solution](#)

**106.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Andrei\\_ierdnA's solution](#)

**107.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Andrei\\_ierdnA's solution](#)

**108.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Andrei\\_ierdnA's solution](#)

**109.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Andrei\\_ierdnA's solution](#)

**110.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Andrei\\_ierdnA's solution](#)

**111.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Andrei\\_ierdnA's solution](#)

**112.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Andrei\\_ierdnA's solution](#)

**113.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Andrei\\_ierdnA's solution](#)

**114.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Andrei\\_ierdnA's solution](#)

**115.**

1842C

[Tenzing and Balls](#) · Tutorial

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Andrei\\_ierdnA's solution](#)

**116.**

1487D

[Pythagorean Triples](#) · Tutorial

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Andrei\\_ierdnA's solution](#)

**117.**

1792C

[Min Max Sort](#) · Tutorial

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Andrei\\_ierdnA's solution](#)

**118.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Andrei\\_ierdnA's solution](#)

**119.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Andrei\\_ierdnA's solution](#)

**120.**

2194D

[Table Cut](#) · Tutorial

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**121.**

2084D

[Arcology On Permafrost](#) · Tutorial

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Andrei\\_ierdnA's solution](#)

**122.**

2048D

[Kevin and Competition Memories](#) · Tutorial

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Andrei\\_ierdnA's solution](#)

**123.**

1994C

[Hungry Games](#) · Tutorial

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Andrei\\_ierdnA's solution](#)

**124.**

1861C

[Queries for the Array](#) · Tutorial

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Andrei\\_ierdnA's solution](#)

**125.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Andrei\\_ierdnA's solution](#)

**126.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Andrei\\_ierdnA's solution](#)

**127.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**128.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Andrei\\_ierdnA's solution](#)

**129.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Andrei\\_ierdnA's solution](#)

**130.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Andrei\\_ierdnA's solution](#)

**131.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Andrei\\_ierdnA's solution](#)

**132.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Andrei\\_ierdnA's solution](#)

**133.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Andrei\\_ierdnA's solution](#)

**134.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Andrei\\_ierdnA's solution](#)

**135.**

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

[Andrei IerdnA's solution](#)

**136.**

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Andrei IerdnA's solution](#)

**137.**

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Andrei IerdnA's solution](#)

**138.**

1792D

[Fixed Prefix Permutations · Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Andrei IerdnA's solution](#)

**139.**

1826D

[Running Miles · Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Andrei IerdnA's solution](#)

**140.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Andrei IerdnA's solution](#)

**141.**

1770C

[Koxia and Number Theory · Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Andrei IerdnA's solution](#)

**142.**

193A

[Cutting Figure · Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Andrei IerdnA's solution](#)

**143.**

1715C

[Monoblock · Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Andrei IerdnA's solution](#)

**144.**

2204E

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

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Andrei IerdnA's solution](#)

**145.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Andrei\\_ierdnA's solution](#)

**146.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Andrei\\_ierdnA's solution](#)

**147.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Andrei\\_ierdnA's solution](#)

**148.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Andrei\\_ierdnA's solution](#)

**149.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Andrei\\_ierdnA's solution](#)

**150.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Andrei\\_ierdnA's solution](#)

**151.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Andrei\\_ierdnA's solution](#)

**152.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Andrei\\_ierdnA's solution](#)

**153.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Andrei\\_ierdnA's solution](#)

**154.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Andrei\\_ierdnA's solution](#)

**155.**

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

[Andrei\\_ierdnA's solution](#)

**156.**

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Andrei\\_ierdnA's solution](#)

**157.**

1242B

[0-1 MST · Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Andrei\\_ierdnA's solution](#)

**158.**

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Andrei\\_ierdnA's solution](#)

**159.**

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Andrei\\_ierdnA's solution](#)

**160.**

848B

[Router's Song · Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Andrei\\_ierdnA's solution](#)

**161.**

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Andrei\\_ierdnA's solution](#)

**162.**

1902D

[Robot Queries · Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Andrei\\_ierdnA's solution](#)

**163.**

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Andrei\\_ierdnA's solution](#)

**164.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, implementation, interactive

[Andrei\\_ierdnA's solution](#)

**165.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Andrei\\_ierdnA's solution](#)

**166.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Andrei\\_ierdnA's solution](#)

**167.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Andrei\\_ierdnA's solution](#)

**168.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Andrei\\_ierdnA's solution](#)

**169.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Andrei\\_ierdnA's solution](#)

**170.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Andrei\\_ierdnA's solution](#)

**171.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Andrei\\_ierdnA's solution](#)

**172.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Andrei\\_ierdnA's solution](#)

**173.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Andrei\\_ierdnA's solution](#)

**174.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Andrei\\_ierdnA's solution](#)

**175.**

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Andrei\\_ierdnA's solution](#)

**176.**

1715D

[2+ doors · Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**177.**

2194E

[The Turtle Strikes Back · Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**178.**

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Andrei\\_ierdnA's solution](#)

**179.**

2165C

[Binary Wine · Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Andrei\\_ierdnA's solution](#)

**180.**

2138C2

[Maple and Tree Beauty \(Hard Version\) · Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Andrei\\_ierdnA's solution](#)

**181.**

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

[Andrei\\_ierdnA's solution](#)

**182.**

2068J

[The Ultimate Wine Tasting Event · Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Andrei\\_ierdnA's solution](#)

**183.**

2057D

[Gifts Order · Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Andrei\\_ierdnA's solution](#)

**184.**

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**185.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2023-12-09 · last AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Andrei\\_ierdnA's solution](#)

**186.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Andrei\\_ierdnA's solution](#)

**187.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Andrei\\_ierdnA's solution](#)

**188.**

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

[Andrei\\_ierdnA's solution](#)

**189.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Andrei\\_ierdnA's solution](#)

**190.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Andrei\\_ierdnA's solution](#)

**191.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Andrei\\_ierdnA's solution](#)

**192.**

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Andrei\\_ierdnA's solution](#)

**193.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**194.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Andrei\\_ierdnA's solution](#)

**195.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Andrei\\_ierdnA's solution](#)

**196.**

504B

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

Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Andrei\\_ierdnA's solution](#)

**197.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Andrei\\_ierdnA's solution](#)

**198.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Andrei\\_ierdnA's solution](#)

**199.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Andrei\\_ierdnA's solution](#)

**200.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Andrei\\_ierdnA's solution](#)

**201.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Andrei\\_ierdnA's solution](#)

**202.**

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Andrei\\_ierdnA's solution](#)

**203.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**204.**

1000E

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

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Andrei\\_ierdnA's solution](#)

**205.**

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-12-03 · last AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Andrei\\_ierdnA's solution](#)

**206.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Andrei\\_ierdnA's solution](#)

**207.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Andrei\\_ierdnA's solution](#)

**208.**

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Andrei\\_ierdnA's solution](#)

**209.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Andrei\\_ierdnA's solution](#)

**210.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Andrei\\_ierdnA's solution](#)

**211.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**212.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Andrei\\_ierdnA's solution](#)

**213.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Andrei\\_ierdnA's solution](#)

**214.**

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Andrei\\_ierdnA's solution](#)

**215.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Andrei\\_ierdnA's solution](#)

**216.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Andrei\\_ierdnA's solution](#)

**217.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-11-16 · last AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Andrei\\_ierdnA's solution](#)

**218.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Andrei\\_ierdnA's solution](#)

**219.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Andrei\\_ierdnA's solution](#)

**220.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Andrei\\_ierdnA's solution](#)

**221.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Andrei\\_ierdnA's solution](#)

**222.**

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Andrei\\_ierdnA's solution](#)

**223.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Andrei\\_ierdnA's solution](#)

**224.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Andrei\\_ierdnA's solution](#)

**225.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Andrei\\_ierdnA's solution](#)

**226.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Andrei\\_ierdnA's solution](#)

**227.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Andrei\\_ierdnA's solution](#)

**228.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Andrei\\_ierdnA's solution](#)

**229.**

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

[Andrei\\_ierdnA's solution](#)

**230.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Andrei\\_ierdnA's solution](#)

**231.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Andrei\\_ierdnA's solution](#)

**232.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2025-02-18 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Andrei\\_ierdnA's solution](#)

**233.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Andrei\\_ierdnA's solution](#)

**234.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Andrei\\_ierdnA's solution](#)

**235.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Andrei\\_ierdnA's solution](#)

**236.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Andrei\\_ierdnA's solution](#)

**237.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

**238.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Andrei\\_ierdnA's solution](#)

**239.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Andrei\\_ierdnA's solution](#)

**240.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Andrei\\_ierdnA's solution](#)

**241.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Andrei\\_ierdnA's solution](#)

**242.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Andrei\\_ierdnA's solution](#)

**243.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-07 · 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

[Andrei\\_ierdnA's solution](#)

**244.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Andrei\\_ierdnA's solution](#)

**245.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Andrei\\_ierdnA's solution](#)

**246.**

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Andrei\\_ierdnA's solution](#)

**247.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[Andrei\\_ierdnA's solution](#)

**248.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Andrei\\_ierdnA's solution](#)

**249.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[Andrei\\_ierdnA's solution](#)

**250.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Andrei\\_ierdnA's solution](#)

**251.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**252.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Andrei\\_ierdnA's solution](#)

**253.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Andrei\\_ierdnA's solution](#)

**254.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry,

implementation, math, number theory

[Andrei\\_ierdnA's solution](#)

**255.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Andrei\\_ierdnA's solution](#)

**256.**

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, ternary search

[Andrei\\_ierdnA's solution](#)

**257.**

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**258.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Andrei\\_ierdnA's solution](#)

**259.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Andrei\\_ierdnA's solution](#)

**260.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Andrei\\_ierdnA's solution](#)

**261.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Andrei\\_ierdnA's solution](#)

**262.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Andrei\\_ierdnA's solution](#)

**263.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Andrei\\_ierdnA's solution](#)

**264.**

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-11-20 · last AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks,

games, greedy, interactive

[Andrei\\_ierdnA's solution](#)

**265.**

1970G3

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

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Andrei\\_ierdnA's solution](#)

**266.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Andrei\\_ierdnA's solution](#)

**267.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Andrei\\_ierdnA's solution](#)

**268.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Andrei\\_ierdnA's solution](#)

**269.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Andrei\\_ierdnA's solution](#)

**270.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Andrei\\_ierdnA's solution](#)

**271.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Andrei\\_ierdnA's solution](#)

**272.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Andrei\\_ierdnA's solution](#)

**273.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Andrei\\_ierdnA's solution](#)

**274.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Andrei\\_ierdnA's solution](#)

**275.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Andrei\\_ierdnA's solution](#)

**276.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Andrei\\_ierdnA's solution](#)

**277.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Andrei\\_ierdnA's solution](#)

**278.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Andrei\\_ierdnA's solution](#)

**279.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Andrei\\_ierdnA's solution](#)

**280.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Andrei\\_ierdnA's solution](#)

**281.**

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, trees

[Andrei\\_ierdnA's solution](#)

**282.**

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Andrei\\_ierdnA's solution](#)

**283.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Andrei\\_ierdnA's solution](#)

**284.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Andrei\\_ierdnA's solution](#)

**285.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Andrei\\_ierdnA's solution](#)

**286.**

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**287.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Andrei\\_ierdnA's solution](#)

**288.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Andrei\\_ierdnA's solution](#)

**289.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Andrei\\_ierdnA's solution](#)

**290.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Andrei\\_ierdnA's solution](#)

**291.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Andrei\\_ierdnA's solution](#)

**292.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Andrei\\_ierdnA's solution](#)

**293.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer

[Andrei\\_ierdnA's solution](#)

**294.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Andrei\\_ierdnA's solution](#)

**295.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Andrei\\_ierdnA's solution](#)

**296.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Andrei\\_ierdnA's solution](#)

**297.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Andrei\\_ierdnA's solution](#)

**298.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Andrei\\_ierdnA's solution](#)

**299.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Andrei\\_ierdnA's solution](#)

**300.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Andrei\\_ierdnA's solution](#)

**301.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Andrei\\_ierdnA's solution](#)

**302.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Andrei\\_ierdnA's solution](#)

**303.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Andrei\\_ierdnA's solution](#)

### 304.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[Andrei\\_ierdnA's solution](#)

### 305.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Andrei\\_ierdnA's solution](#)

### 306.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Andrei\\_ierdnA's solution](#)

### 307.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Andrei\\_ierdnA's solution](#)

### 308.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Andrei\\_ierdnA's solution](#)

### 309.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Andrei\\_ierdnA's solution](#)

### 310.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[Andrei\\_ierdnA's solution](#)

### 311.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-10-14 · last AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

### 312.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

### 313.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, shortest paths

[Andrei\\_ierdnA's solution](#)

**314.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Andrei\\_ierdnA's solution](#)

**315.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Andrei\\_ierdnA's solution](#)

**316.**

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, games, math

[Andrei\\_ierdnA's solution](#)

**317.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Andrei\\_ierdnA's solution](#)

**318.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Andrei\\_ierdnA's solution](#)

**319.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Andrei\\_ierdnA's solution](#)

**320.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Andrei\\_ierdnA's solution](#)

**321.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Andrei\\_ierdnA's solution](#)

**322.**

1820F

[Misha and Apples](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Andrei\\_ierdnA's solution](#)

**323.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry,

greedy

[Andrei\\_ierdnA's solution](#)

**324.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**325.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[Andrei\\_ierdnA's solution](#)

**326.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Andrei\\_ierdnA's solution](#)

**327.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

[Andrei\\_ierdnA's solution](#)

**328.**

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Andrei\\_ierdnA's solution](#)

**329.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Andrei\\_ierdnA's solution](#)

**330.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Andrei\\_ierdnA's solution](#)

**331.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Andrei\\_ierdnA's solution](#)

**332.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Andrei\\_ierdnA's solution](#)

**333.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

**334.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[Andrei\\_ierdnA's solution](#)

**335.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, string suffix structures

[Andrei\\_ierdnA's solution](#)

**336.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Andrei\\_ierdnA's solution](#)

**337.**

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Andrei\\_ierdnA's solution](#)

**338.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Andrei\\_ierdnA's solution](#)

**339.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-12-11 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Andrei\\_ierdnA's solution](#)

**340.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Andrei\\_ierdnA's solution](#)

**341.**

1835D

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

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Andrei\\_ierdnA's solution](#)

**342.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-07 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Andrei\\_ierdnA's solution](#)

**343.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Andrei\\_ierdnA's solution](#)

**344.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Andrei\\_ierdnA's solution](#)

**345.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Andrei\\_ierdnA's solution](#)

**346.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Andrei\\_ierdnA's solution](#)

**347.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[Andrei\\_ierdnA's solution](#)

**348.**

1981F

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

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Andrei\\_ierdnA's solution](#)

**349.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Andrei\\_ierdnA's solution](#)

**350.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Andrei\\_ierdnA's solution](#)

**351.**

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · Kotlin 2.2 (first AC) · Tags: \*special

[Andrei\\_ierdnA's solution](#)

**352.**

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Andrei\\_ierdnA's solution](#)

**353.**

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**354.**

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**355.**

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Andrei\\_ierdnA's solution](#)

**356.**

102968L

[Yet another roads problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**357.**

102968G

[Complete Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**358.**

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**359.**

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)

**360.**

100975F

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

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Andrei\\_ierdnA's solution](#)