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# Unique solved — ApurbaKumarShow

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1.

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2.

2183A

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3.

2173A

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4.

2158A

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5.

2170A

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6.

2163A

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7.

2164A

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8.

2144A

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9.

2148A

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**10.**

2140A

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**11.**

2137A

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**12.**

2132A

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**13.**

2127A

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**14.**

2130A

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**15.**

2128A

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**16.**

2124A

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**17.**

2119A

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**18.**

2123B

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**19.**

2123A

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**20.**

2121B

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**21.**

2121A

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**22.**

2113A

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**23.**

2118A

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**24.**

2117B

[Shrink](#) · [Tutorial](#)

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**25.**

2117A

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**26.**

2111A

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**27.**

2116A

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**28.**

4A

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**29.**

2114A

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**30.**

2110A

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**31.**

2108A

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**32.**

2109A

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**33.**

2107A

[LRC and VIP](#) · [Tutorial](#)

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**34.**

2103A

[Common Multiple](#) · [Tutorial](#)

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**35.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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**36.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

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**37.**

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**38.**

2084A

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**39.**

2090A

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**40.**

2075A

[To Zero](#) · [Tutorial](#)

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**41.**

2082A

[Binary Matrix](#) · [Tutorial](#)

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greedy

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**42.**

2074A

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**43.**

2074B

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**44.**

2078A

[Final Verdict](#) · [Tutorial](#)

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**45.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

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**46.**

2070A

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**47.**

2059A

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

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**48.**

214A

[System of Equations](#) · [Tutorial](#)

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**49.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**50.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

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**51.**

2061A

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

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**52.**

2060A

[Fibonacciness](#) · [Tutorial](#)

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**53.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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**54.**

1716A

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**55.**

2055A

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**56.**

1180A

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**57.**

1236A

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**58.**

1285A

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1702A

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**60.**

1542A

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**61.**

1574A

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

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**62.**

1794A

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

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**63.**

1840A

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**64.**

1946A

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**65.**

1837A

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**66.**

1879A

[Rigged!](#) · [Tutorial](#)

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**67.**

1925A

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**68.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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**69.**

1935A

[Entertainment in MAC](#) · [Tutorial](#)

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**70.**

1792A

[GamingForces](#) · [Tutorial](#)

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**71.**

1783A

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

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**72.**

1877A

[Goals of Victory](#) · [Tutorial](#)

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**73.**

1834A

[Unit Array](#) · [Tutorial](#)

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**74.**

1761A

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Quality: 36,641 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**75.**

1853A

[Desorting](#) · [Tutorial](#)

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**76.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

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**77.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

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**78.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

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**79.**

2057A

[MEX Table](#) · [Tutorial](#)

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**80.**

2044C

[Hard Problem](#) · [Tutorial](#)

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**81.**

2044B

[Normal Problem](#) · [Tutorial](#)

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**82.**

2044A

[Easy Problem](#) · [Tutorial](#)

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**83.**

2042A

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**84.**

71A

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

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**85.**

2036A

[Quintomania](#) · [Tutorial](#)

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**86.**

2033A

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

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**87.**

2000B

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Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

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**88.**

2000A

[Primary Task](#) · [Tutorial](#)

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**89.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**90.**

2030B

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**91.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

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**92.**

2025A

[Two Screens](#) · [Tutorial](#)

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**93.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ApurbaKumarShow's solution](#)

- 94.**  
2021A  
[Meaning Mean](#) · [Tutorial](#)  
Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings  
[ApurbaKumarShow's solution](#)
- 95.**  
2020A  
[Find Minimum Operations](#) · [Tutorial](#)  
Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
[ApurbaKumarShow's solution](#)
- 96.**  
2019A  
[Max Plus Size](#) · [Tutorial](#)  
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[ApurbaKumarShow's solution](#)
- 97.**  
2014A  
[Robin Helps](#) · [Tutorial](#)  
Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ApurbaKumarShow's solution](#)
- 98.**  
2013A  
[Zhan's Blender](#) · [Tutorial](#)  
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ApurbaKumarShow's solution](#)
- 99.**  
2008C  
[Longest Good Array](#) · [Tutorial](#)  
Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[ApurbaKumarShow's solution](#)
- 100.**  
2009B  
[osu!mania](#) · [Tutorial](#)  
Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[ApurbaKumarShow's solution](#)
- 101.**  
2009A  
[Minimize!](#) · [Tutorial](#)  
Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ApurbaKumarShow's solution](#)
- 102.**  
1512A  
[Spy Detected!](#) · [Tutorial](#)  
Quality: 80,126 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[ApurbaKumarShow's solution](#)
- 103.**  
1389A  
[LCM Problem](#) · [Tutorial](#)  
Quality: 49,885 global accepts · Rating: 800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[ApurbaKumarShow's solution](#)
- 104.**  
2137B  
[Fun Permutation](#) · [Tutorial](#)  
Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, number theory

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**105.**

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ApurbaKumarShow's solution](#)

**106.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ApurbaKumarShow's solution](#)

**107.**

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ApurbaKumarShow's solution](#)

**108.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ApurbaKumarShow's solution](#)

**109.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ApurbaKumarShow's solution](#)

**110.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[ApurbaKumarShow's solution](#)

**111.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ApurbaKumarShow's solution](#)

**112.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ApurbaKumarShow's solution](#)

**113.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ApurbaKumarShow's solution](#)

**114.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[ApurbaKumarShow's solution](#)

**115.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[ApurbaKumarShow's solution](#)

**116.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ApurbaKumarShow's solution](#)

**117.**

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings

[ApurbaKumarShow's solution](#)

**118.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[ApurbaKumarShow's solution](#)

**119.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[ApurbaKumarShow's solution](#)

**120.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ApurbaKumarShow's solution](#)

**121.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ApurbaKumarShow's solution](#)

**122.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ApurbaKumarShow's solution](#)

**123.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ApurbaKumarShow's solution](#)

**124.**

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ApurbaKumarShow's solution](#)

**125.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ApurbaKumarShow's solution](#)

**126.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ApurbaKumarShow's solution](#)

**127.**

2167D

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

Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ApurbaKumarShow's solution](#)

**128.**

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ApurbaKumarShow's solution](#)

**129.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: data structures, strings

[ApurbaKumarShow's solution](#)

**130.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ApurbaKumarShow's solution](#)

**131.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[ApurbaKumarShow's solution](#)

**132.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ApurbaKumarShow's solution](#)

**133.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[ApurbaKumarShow's solution](#)

**134.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ApurbaKumarShow's solution](#)

**135.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ApurbaKumarShow's solution](#)

**136.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ApurbaKumarShow's solution](#)

**137.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ApurbaKumarShow's solution](#)

**138.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ApurbaKumarShow's solution](#)

**139.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ApurbaKumarShow's solution](#)

**140.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ApurbaKumarShow's solution](#)

**141.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ApurbaKumarShow's solution](#)

**142.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[ApurbaKumarShow's solution](#)

**143.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[ApurbaKumarShow's solution](#)

**144.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[ApurbaKumarShow's solution](#)

**145.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ApurbaKumarShow's solution](#)

**146.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ApurbaKumarShow's solution](#)

**147.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[ApurbaKumarShow's solution](#)

**148.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ApurbaKumarShow's solution](#)

**149.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ApurbaKumarShow's solution](#)

**150.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ApurbaKumarShow's solution](#)

**151.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[ApurbaKumarShow's solution](#)

**152.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[ApurbaKumarShow's solution](#)

**153.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ApurbaKumarShow's solution](#)

**154.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[ApurbaKumarShow's solution](#)

**155.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ApurbaKumarShow's solution](#)

**156.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[ApurbaKumarShow's solution](#)

**157.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[ApurbaKumarShow's solution](#)

**158.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · last AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ApurbaKumarShow's solution](#)

**159.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ApurbaKumarShow's solution](#)

**160.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[ApurbaKumarShow's solution](#)

**161.**

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[ApurbaKumarShow's solution](#)

**162.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[ApurbaKumarShow's solution](#)

**163.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[ApurbaKumarShow's solution](#)

**164.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1200 · first AC: 2025-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers  
[ApurbaKumarShow's solution](#)

**165.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[ApurbaKumarShow's solution](#)

**166.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[ApurbaKumarShow's solution](#)

**167.**

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[ApurbaKumarShow's solution](#)

**168.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ApurbaKumarShow's solution](#)

**169.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ApurbaKumarShow's solution](#)

**170.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[ApurbaKumarShow's solution](#)

**171.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ApurbaKumarShow's solution](#)

**172.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[ApurbaKumarShow's solution](#)

**173.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-10 · last AC: 2025-04-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[ApurbaKumarShow's solution](#)

**174.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[ApurbaKumarShow's solution](#)

**175.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[ApurbaKumarShow's solution](#)

**176.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ApurbaKumarShow's solution](#)

**177.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ApurbaKumarShow's solution](#)

**178.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ApurbaKumarShow's solution](#)

**179.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ApurbaKumarShow's solution](#)

**180.**

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[ApurbaKumarShow's solution](#)

**181.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ApurbaKumarShow's solution](#)

**182.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ApurbaKumarShow's solution](#)

**183.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[ApurbaKumarShow's solution](#)

**184.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ApurbaKumarShow's solution](#)

**185.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2025-05-29 · JavaScript (first AC) · Tags: brute force

[ApurbaKumarShow's solution](#)

**186.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ApurbaKumarShow's solution](#)

**187.**

2101A

[Mex in the Grid](#) · Tutorial

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ApurbaKumarShow's solution](#)

**188.**

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ApurbaKumarShow's solution](#)

**189.**

1775B

[Gardener and the Array](#) · Tutorial

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ApurbaKumarShow's solution](#)

**190.**

1927D

[Find the Different Ones!](#) · Tutorial

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[ApurbaKumarShow's solution](#)

**191.**

251A

[Points on Line](#) · Tutorial

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, two pointers

[ApurbaKumarShow's solution](#)

**192.**

2059B

[Cost of the Array](#) · Tutorial

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ApurbaKumarShow's solution](#)

**193.**

798B

[Mike and strings](#) · Tutorial

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, strings

[ApurbaKumarShow's solution](#)

**194.**

1433E

[Two Round Dances](#) · Tutorial

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ApurbaKumarShow's solution](#)

**195.**

1862D

[Ice Cream Balls](#) · Tutorial

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ApurbaKumarShow's solution](#)

**196.**

1879C

[Make it Alternating](#) · Tutorial

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[ApurbaKumarShow's solution](#)

**197.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ApurbaKumarShow's solution](#)

**198.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ApurbaKumarShow's solution](#)

**199.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math

[ApurbaKumarShow's solution](#)

**200.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers

[ApurbaKumarShow's solution](#)

**201.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[ApurbaKumarShow's solution](#)

**202.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,254 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[ApurbaKumarShow's solution](#)

**203.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ApurbaKumarShow's solution](#)

**204.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[ApurbaKumarShow's solution](#)

**205.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[ApurbaKumarShow's solution](#)

**206.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy, math

[ApurbaKumarShow's solution](#)

## 207.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ApurbaKumarShow's solution](#)

## 208.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ApurbaKumarShow's solution](#)

## 209.

1887A1

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

Rating: 1400 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[ApurbaKumarShow's solution](#)

## 210.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[ApurbaKumarShow's solution](#)

## 211.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ApurbaKumarShow's solution](#)

## 212.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ApurbaKumarShow's solution](#)

## 213.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ApurbaKumarShow's solution](#)

## 214.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ApurbaKumarShow's solution](#)

## 215.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[ApurbaKumarShow's solution](#)

**216.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[ApurbaKumarShow's solution](#)

**217.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2025-01-17 · last AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[ApurbaKumarShow's solution](#)

**218.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation  
[ApurbaKumarShow's solution](#)

**219.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation  
[ApurbaKumarShow's solution](#)

**220.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices  
[ApurbaKumarShow's solution](#)

**221.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2025-05-11 · last AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ApurbaKumarShow's solution](#)

**222.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[ApurbaKumarShow's solution](#)

**223.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers  
[ApurbaKumarShow's solution](#)

**224.**

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[ApurbaKumarShow's solution](#)

**225.**

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[ApurbaKumarShow's solution](#)

**226.**

2116C

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

Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[ApurbaKumarShow's solution](#)

**227.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ApurbaKumarShow's solution](#)

**228.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ApurbaKumarShow's solution](#)

**229.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[ApurbaKumarShow's solution](#)

**230.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[ApurbaKumarShow's solution](#)

**231.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ApurbaKumarShow's solution](#)

**232.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[ApurbaKumarShow's solution](#)

**233.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ApurbaKumarShow's solution](#)

**234.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[ApurbaKumarShow's solution](#)

**235.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[ApurbaKumarShow's solution](#)

**236.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[ApurbaKumarShow's solution](#)

**237.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ApurbaKumarShow's solution](#)

**238.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[ApurbaKumarShow's solution](#)

**239.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2025-01-12 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[ApurbaKumarShow's solution](#)

**240.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ApurbaKumarShow's solution](#)

**241.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ApurbaKumarShow's solution](#)

**242.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[ApurbaKumarShow's solution](#)

**243.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[ApurbaKumarShow's solution](#)

**244.**

1529C

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

Rating: 1600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ApurbaKumarShow's solution](#)

**245.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ApurbaKumarShow's solution](#)

**246.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[ApurbaKumarShow's solution](#)

**247.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ApurbaKumarShow's solution](#)

**248.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ApurbaKumarShow's solution](#)

**249.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ApurbaKumarShow's solution](#)

**250.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ApurbaKumarShow's solution](#)

**251.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ApurbaKumarShow's solution](#)

**252.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[ApurbaKumarShow's solution](#)

**253.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ApurbaKumarShow's solution](#)

**254.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ApurbaKumarShow's solution](#)

**255.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[ApurbaKumarShow's solution](#)

**256.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[ApurbaKumarShow's solution](#)

**257.**

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ApurbaKumarShow's solution](#)

**258.**

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ApurbaKumarShow's solution](#)

**259.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[ApurbaKumarShow's solution](#)

**260.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ApurbaKumarShow's solution](#)

**261.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[ApurbaKumarShow's solution](#)

**262.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, shortest paths

[ApurbaKumarShow's solution](#)

**263.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**264.**

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**265.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**266.**

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ApurbaKumarShow's solution](#)

**267.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[ApurbaKumarShow's solution](#)

**268.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ApurbaKumarShow's solution](#)

**269.**

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[ApurbaKumarShow's solution](#)

**270.**

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[ApurbaKumarShow's solution](#)

**271.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ApurbaKumarShow's solution](#)

**272.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ApurbaKumarShow's solution](#)

**273.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ApurbaKumarShow's solution](#)

**274.**

2109C2

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

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

[ApurbaKumarShow's solution](#)

**275.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1700 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ApurbaKumarShow's solution](#)

**276.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ApurbaKumarShow's solution](#)

**277.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**278.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[ApurbaKumarShow's solution](#)

**279.**

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ApurbaKumarShow's solution](#)

**280.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[ApurbaKumarShow's solution](#)

**281.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[ApurbaKumarShow's solution](#)

**282.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ApurbaKumarShow's solution](#)

**283.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[ApurbaKumarShow's solution](#)

**284.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[ApurbaKumarShow's solution](#)

**285.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[ApurbaKumarShow's solution](#)

**286.**

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2025-12-24 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ApurbaKumarShow's solution](#)

**287.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[ApurbaKumarShow's solution](#)

**288.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
[ApurbaKumarShow's solution](#)

**289.**

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[ApurbaKumarShow's solution](#)

**290.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths  
[ApurbaKumarShow's solution](#)

**291.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities  
[ApurbaKumarShow's solution](#)

**292.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[ApurbaKumarShow's solution](#)

**293.**

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force  
[ApurbaKumarShow's solution](#)

**294.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-01-27 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings  
[ApurbaKumarShow's solution](#)

**295.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory  
[ApurbaKumarShow's solution](#)

**296.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory  
[ApurbaKumarShow's solution](#)

**297.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[ApurbaKumarShow's solution](#)

**298.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ApurbaKumarShow's solution](#)

**299.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**300.**

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2025-06-14 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[ApurbaKumarShow's solution](#)

**301.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2025-05-31 · last AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[ApurbaKumarShow's solution](#)

**302.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**303.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ApurbaKumarShow's solution](#)

**304.**

2148G

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

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[ApurbaKumarShow's solution](#)

**305.**

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[ApurbaKumarShow's solution](#)

**306.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ApurbaKumarShow's solution](#)

**307.**

20C

[Dijkstra? · Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2025-05-15 · last AC: 2025-08-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ApurbaKumarShow's solution](#)

**308.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ApurbaKumarShow's solution](#)

**309.**

2121G

[Gangsta · Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[ApurbaKumarShow's solution](#)

**310.**

2111E

[Changing the String · Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[ApurbaKumarShow's solution](#)

**311.**

577B

[Modulo Sum · Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[ApurbaKumarShow's solution](#)

**312.**

2109D

[D/D/D · Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ApurbaKumarShow's solution](#)

**313.**

607B

[Zuma · Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**314.**

687C

[The Values You Can Make · Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**315.**

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[ApurbaKumarShow's solution](#)

**316.**

1117C

[Magic Ship · Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ApurbaKumarShow's solution](#)

**317.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**318.**

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ApurbaKumarShow's solution](#)

**319.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ApurbaKumarShow's solution](#)

**320.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[ApurbaKumarShow's solution](#)

**321.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[ApurbaKumarShow's solution](#)

**322.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ApurbaKumarShow's solution](#)

**323.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ApurbaKumarShow's solution](#)

**324.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ApurbaKumarShow's solution](#)

**325.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ApurbaKumarShow's solution](#)

**326.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ApurbaKumarShow's solution](#)

**327.**

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[ApurbaKumarShow's solution](#)

**328.**

296E

[Greg and Friends](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[ApurbaKumarShow's solution](#)

**329.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[ApurbaKumarShow's solution](#)

**330.**

2000G

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

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[ApurbaKumarShow's solution](#)

**331.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ApurbaKumarShow's solution](#)

**332.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ApurbaKumarShow's solution](#)

**333.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ApurbaKumarShow's solution](#)

**334.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[ApurbaKumarShow's solution](#)

**335.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[ApurbaKumarShow's solution](#)

**336.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ApurbaKumarShow's solution](#)

**337.**

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[ApurbaKumarShow's solution](#)

**338.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ApurbaKumarShow's solution](#)

**339.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[ApurbaKumarShow's solution](#)

**340.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[ApurbaKumarShow's solution](#)

**341.**

2126G1

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

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[ApurbaKumarShow's solution](#)

**342.**

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[ApurbaKumarShow's solution](#)

**343.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 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

[ApurbaKumarShow's solution](#)

**344.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ApurbaKumarShow's solution](#)

**345.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[ApurbaKumarShow's solution](#)

**346.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ApurbaKumarShow's solution](#)

**347.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ApurbaKumarShow's solution](#)

**348.**

2126G2

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[ApurbaKumarShow's solution](#)

**349.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ApurbaKumarShow's solution](#)

**350.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[ApurbaKumarShow's solution](#)

**351.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ApurbaKumarShow's solution](#)

**352.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ApurbaKumarShow's solution](#)

**353.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[ApurbaKumarShow's solution](#)

**354.**

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ApurbaKumarShow's solution](#)

**355.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ApurbaKumarShow's solution](#)

**356.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dsu, graphs, implementation

[ApurbaKumarShow's solution](#)

**357.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[ApurbaKumarShow's solution](#)

**358.**

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ApurbaKumarShow's solution](#)

**359.**

2130F

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

Rating: 2600 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ApurbaKumarShow's solution](#)

**360.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ApurbaKumarShow's solution](#)

**361.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ApurbaKumarShow's solution](#)

**362.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

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**363.**

547E

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1746F

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555E

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**366.**

19D

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**367.**

1394D

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**368.**

79D

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**369.**

1842G

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**370.**

516D

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**371.**

163E

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**372.**

1039D

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**373.**

1442D

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**374.**

2157G

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**375.**

2155F

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Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

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**376.**

2172N

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**377.**

908G

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**378.**

2113E

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**379.**

613D

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**380.**

10D

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**381.**

2107F2

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**382.**

2124F2

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**383.**

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

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**384.**

2127F

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**385.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

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**386.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

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**387.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

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**388.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

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**389.**

559E

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Quality: 1,162 global accepts · Rating: 3000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

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**390.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

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**391.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

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**392.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

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**393.**

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

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**394.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

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**395.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

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**396.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

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**397.**

1994H

[Fortnite](#) · [Tutorial](#)

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**398.**

2161H

[Cycle Sort](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 3500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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**399.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**400.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

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**401.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

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**402.**

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**403.**

1010211

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Rating: — · first AC: 2025-09-02 · Python 3 (first AC) · Tags: —

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**404.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

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**405.**

100168A

[A&TÓD =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**406.**

2012A

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

Rating: — · first AC: 2024-09-23 · Kotlin 1.7 (first AC) · Tags: \*special, implementation, sortings  
[ApurbaKumarShow's solution](#)